April 1987 - £1

COMMODORE USER

MORE GAMES REVIEWS THAN ANY OTHER MAGAZINE

310 pta · HFL 5.75 · DM 5.50

WIN AN AMIGA

DO GAMES LIKE SINBAD MAKE IT WORTH IT?



QUARTET

EXCLUSIVE PREVIEW AND COMPETITION

REVIEWED: CHOLO, MASTERS OF THE UNIVERSE, RANARAMA, C16 PAPERBOY AND STORM FA CUP COMPETITION



Nemesis
THE WARLOCK
2000 A.D.
martech
Software Communications Limited,
Martech House, Bay Terrace,
Pevensey Bay, East Sussex BN24 6EE
PHONE: (0323) 768456
TELEX: 878373 Martec G
Spectrum 48/128
Cassette £7.95
Commodore 64/128
Cassette £8.95
Disc £12.95
Amstrad CPC
Cassette £8.95
Disc £14.95
Available from all leading software retailers or order today by mail.
Prices include postage and packing plus VAT.

CONTENTS



This is an Amiga A500, could be yours. See pp 85.

APRIL

SPECIALS

Quartet is coming — the next multi-player game for your 64 gets previewed.



REGULARS

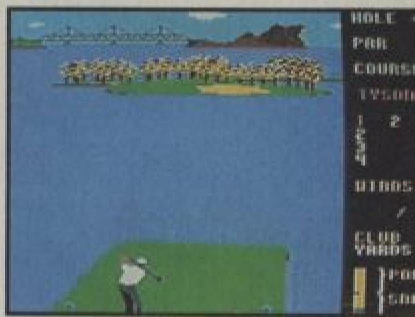
SCREEN SCENE

Commodore 64 and 128



Masters of the Universe.

Leaderboard Executive





Cholo Screen Star.



Sinbad on the Amiga.

Editor — Eugene Lacey; Deputy Editor — Mike Pattenden; Staff Writer — Nick Kelly; Designer — Elaine Bishop; Advertising Manager — Sarah James; Copy Control — Angela Smart; Publisher — Rita Lewis; Editorial/Advertising — 01-251 6222; Back Issues — 01-251 6222; Subscriptions — 0732 351216; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X

ABC
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS
60,848
Jan-June 1986

Mini Office II



WORD PROCESSOR

Compose a letter, set the print-out options using embedded commands or menus, use the mail merge facility to produce personalised circulars – and more!

SPREADSHEET

Prepare budgets or tables, total columns or rows with ease, copy formulae absolutely or relatively, view in either 40 or 80 column modes, recalculate automatically – and more!

GRAPHICS

Enter data directly or load data from the spreadsheet, produce pie charts, display bar charts side by side or stacked, overlay line graphs – and more!

DATABASE

Build up a versatile card index, use the flexible print-out routine, do powerful multi-field sorting, perform all arithmetic functions, link with the word processor – and more!

COMMS MODULE

Using a modem you can access services such as MicroLink and book rail or theatre tickets, send electronic mail, telex and telemessages in a flash – and more!

LABEL PRINTER

Design the layout of a label with the easy-to-use editor, select label size and sheet format, read in database files, print out in any quantity – and more!

DATABASE SOFTWARE Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY

ORDER FORM

Please send me Mini Office II for the Commodore 64/128

☐ £16.95 cassette
☐ £19.95 5¼″ disc

I enclose cheque made payable to Database Software, or debit my Access/Visa card:

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Exp. date ☐

Signed ....

Name ....

Address ....

....

....

ORDER HOTLINE: TEL: 061-480 0171

SEND TO: Database Software, Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.

YC

Letters

Puke

I'm sick of games featuring television or cartoon characters. There are thousands of games featuring so-called "comic heroes". Get rid of them. I don't care for taking part in Scooby Doo's "funny" adventures. Neither do I want to play a superhero in "Flash Gordon". And who cares what happens with "good old" Tarzan.

If I get more games featuring such heroes, I return them to the shop. No, software companies, produce good games like "Seven Cities of Gold", "Elite" and "Ulitma IV". Please have a sick title on this letter! I love them!

Lars Dybwad,
Norway.

Handballed

I am writing to say, that after considerable practice, I have managed to reach Skill 'I' at *Peter Shilton's Handball Maradonna.* From this skill onwards it is practically impossible and the shots taken by the players are enough to blast Pete's legendary gloves into the back of the net (with his hands still inside them). I have just one fault to point out and that is the ball never misses the goal and the defenders might as well be statues, though the animation is convincing and the speech is very good (*you sure? Ed*), especially when it says the title as if he was a commentator.

Much to my generosity I have enclosed the code numbers needed in order to upgrade to a higher and more difficult skill level.

Skill	Code number
B	3464
C	1438
D	2468
E	4831
F	6861
G	7836
H	8166
I	5135

Iain,
Plymouth, Devon.
(another content and wise Commodore User)



Piratical prices

I would like to state my point of view regarding the computer software industry towards software piracy.

My personal view is that if software houses, such as US Gold, who currently sell software games on average at about £10, were to drop their prices to a more reasonable price, eg £5, they would reduce the tendency for people to copy the games.

If software houses such at Mastertronic and Firebird can produce such excellent games between £1.99 and £2.99, then I'm sure that US Gold for example could follow their example. I realise that these companies are not quite in the same group as the budget software houses, but nevertheless there is no justification in the high prices, and after all the budget software houses do bring out such good games that they almost and sometimes equal the high asking prices that US Gold demand.

If they only dropped their prices people would rather pay for the original than to have in some cases an inferior copy, this would also have the added effect of ploughing back the money towards even more good games.

C. M. Jones,
Scarborough.

There is talk of software coming down in price, but we suspect it's only talk — it would cut into the software houses' profits too much. Still we live in hope.

Warning

I was once flicking through your pages when I saw an ad. for Ikari Warriors at £6.99. I immediately shoot to the Post Office for a £6.99 postal order. It has been three months now and I have not received the game. I have written to them once and have had no reply.

Mark Aryadkike,
London, N8.



This letter is included as a warning to others who send off for games which *have not been released!* We try and stop small distributors doing this but some sneak through. If it's not in the shops and we haven't reviewed it — it's not out! Rest assured though, we'll have it first.

Don't hold your breath

After reading the letter by Nicholas Smith in the February issue, I thought I had better write to let him know he is going to have a hell of a wait, as I returned a faulty copy of *Supercycle* on tape two or three months ago and have still not received a working copy. It makes me laugh when they go on about piracy, when the companies can't even be bothered to look after their customers.

R. Travis,
Barnsley, S. Yorks.

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters

Flippant

I personally feel that CU has gone tragically downhill since October and is becoming more and more like Zzap 64. So much so that I will be subscribing to Horizons over the next months.

It was with fantastic flippancy that you totally dismissed John Farrar's letter in your February '87 issue. The lad in question should have been shown, at the very least, some courtesy by you replying to his comments. He showed genuine concern at your slipping standards and made some very relevant points which you totally ignored. This does not really surprise me as you have consistently ignored (blah, blah, blah).

Alex Spicer,
Glasgow.

This letter has been cut to save further boredom to our readers.

Conned

I am writing this letter to say I have just been ripped off, I was in the Burnley branch of Boots just before Christmas looking at *Space Harrier* and thinking of buying it, when a man came up to me and said he had it and would sell it to me and a few others for £1 each. He gave me his address and told me to call round later. When I got to his house (which cost me £1 return on the bus) he showed me a list of his games and told me to choose which I wanted to buy. I picked *Space Harrier, Crystal Castles* and *Breakthru.* He then turned his computer on, loaded them from disk and saved them all on to one tape. I then gave him £3 and left. When I got home I tried them: two of them worked but *Space Harrier* did not. On talking to some of my friends I found out that they had been ripped off by him as well.

I would like to pass his name on to the software companies, as people like him are killing the software trade as well ast ripping youngsters like me off.

His name is (*withheld Ed*). Will you please pass it on to whoever investigates software piracy.

I have not enclosed my name as I am scared for my safety.

Ripped off.

It's very difficult to have much sympathy with you. You saw the chance of doing a dodgy and got done in the process. As for this nasty little pirate, Elite might be very interested to investigate his game, but we can't print his name for legal reasons.

Conversion job

I must confess to a great evil. I once owned a Spectrum.

Five long years I have suffered two disabilities well known to Spectrum users. I had blurred vision and an extreme case of deafness.



Until recently I never thought twice about strapping my Spectrum to my ear to hear the feeble efforts of its buzzer beeping merrily but unmusically along. Or the fact that colour on the TV had to be turned off to avoid colour clash, that did quite disturbing things to my eyes. So off I trotted and purchased the Spectrum 128K +2. I marvelled over the sound that came from within its smart battle ship grey case. My eyes still watered at its graphics though.

Soon after I purchased the damn thing it developed a fault. So off I trotted to where it came from. I entered the shop and was knocked to the ground by the sound echoing from the Commodore 64. Wow I thought, "That makes the sound on the Spectrum +2 sound a like a pig hanging by its ears with a candle under its hind legs" (that's bum to you Tosh). Quickly I ran to the Commodore 64, whereupon I was met by its slick graphics. My eyes rolled in their sockets and I started to think (even Spectrum owners have brains — well at least 48Ks worth). I could no longer be happy with the Spectrum +2 or is that −2?

A few days later I no longer played 3D *Knight Lore* games (with stunningly boring action as we've come to expect from Ultimate). No, now I was playing *Sanxion* and *Uridium*. Now I am one of the elite, I own a Commodore 64.

Thank you very much Commodore for such an excellent computer, and also to you CU for being such an ace magazine.

Alex Edge,
Wem, Shropshire.

Get Lost

I am writing this letter in connection with the recent comment in your December Valley Hotline concerning your magazines unwillingness to send any letters to South Africa. I am sure that our post is no more expensive than any other post, so I presume the reason for this is political. We have seen and heard about your newsreports on the situation in our country, and even though you may not believe it, most of them are totally untrue and exaggerated.

I am surprised that a computer magazine could be influenced by politics, especially as we are so kind as to buy your mag (it costs £1.50 here) and computers, games, etc, from your country. By not sending info here, do you think that will influence our government? We cannot change the situation here, as I don't think the government will listen to a bunch of 16 year olds. I think that your mag is of exceptionally high standard, and I will buy it regardless of what you think. I just think that a magazine like yours would know better than to go against people whose only fault is living in a certain country. If possible, I would very much like a reply to this letter.

B. Robinson,
Transvaal, South Africa.

We don't send our mags to S. Africa. Someone else gets hold of them, though we'd like to know who. This company has a policy of not distributing to S. Africa and rightly so. I guarantee you are white, because no kid living in the homelands can afford a cassette let alone a machine to play it on. Reports about S. Africa are *not* exaggerated. You are just fat, healthy and rich at the expense of the endemic population. We make no apology for bringing politics to this magazine. Goodbye.

Ed's a pain

I would like to say that CU is a very good mag, 'Play to Win' and 'Tommy's Tips' are excellent. I have not had my 64C long and CU complements it. But I've noticed that the Editor is very cruel and most of the time a downright pain in the ars . . . neck to the hardworking staff in the CU office. Just tell me one thing Ed: Are you a slave trader or a communist?

In the February '87 issue of CU, I noticed that a certain Nicholas Smith, of Clowne, Chesterfield, thought that *Ace of Aces* by US Gold was most likely 'duff'. Well Nick, it isn't duff as I bought the same game last week and there is plenty of Jerries in the air. Incidentally, I thought it was a good game — but why the hell do you have to load the game again once you get killed? Anyway, long live CU — don't change and don't listen to any of those snotty letters telling you to cut down the reviews or do this or that for the 2% of people who read this magazine for the sake of the other 98%, OK?

John Boon,
Swindon, Wilts.

OK.

Ah terrorists!

I notice that some of your readers are despairing at the disappearance of 'Uncle Jim'. Well now I can reveal the whole truth, and that is that I have kidnapped him and am holding the old git hostage.

Of course, like all true terrorist

Star Letter

Mike Mole!

I have enclosed a mega-fab, etc. Song called the growing pains of Mike Pattenden, age (wouldn't we like to know). So think of the Adrian Mole song and sing this. (You can sing it to him and drive him mad.)

He is nearly on the dole,
Cos his wages are so low,
In his head there is a hole
(see, he learns sort of slow),
It's a real rigmarole . . .

Chorus:

He's profoundly in love with his computer,
This poem has an intellectual digit,
The tenderness of which he adores her,
Really makes us feel quite sick . . .
But — he does shots that are so hot,
It's a pity HE is not,
Though he tries and tries in vain,
To get some fans to like him again,
He's profoundly in love with his computer,
This poem has an intellectual digit,
Why don't you give me a 'star letter'
Or at least a CU shirt.

John Turburfield,
Banbury, Oxon.

Collapses a bit at the end doesn't it. And digit won't rhyme with sick. Otherwise Mike thinks it's crap.

Star Letter

organisations, I am making various demands. These are as follows:

1) I want a Commodore Amiga delivered to me personally by the Queen (well Barry Norman will do).

2) A limo to take me from Birmingham to Heathrow airport, where a lunatic in a microlight, dressed as a carrot, will be waiting to fly me to Rio (where else?).

3) The entire back copies of Zzap 64 (foreign food always gives me the runs and toilet paper is so expensive these days).

4) That Michael Pattenden Esq should be given at least another two pages for his Hid Shats page (my eyesight is a little defective), upon which he should write pure sleeze, like the totally amazing story of the software house supremo and the 'Zebra in the bed' mystery. (Well it would have been perfectly innocent had a policeman not noticed that the zebra was wearing leather suspenders and X-rated underwear.) What do you mean you haven't heard about it? Don't you people read the Sun?

So if you want to see him alive again, then meet all my demands. Alternatively, if you are glad to be rid of the old bottom-faced prune, then I will make your lives a misery by killing Bob Holness and getting Uncle Jim the presenters job on Blockbusters (wow! the prizes), and I mean everyone watches Blockbusters, don't they?

Or if you fancy a quick settlement, then you can make this the star letter and be done with it. Either way I want to be rid of the old fool as quickly as possible (my God, I never knew that it was possible to link a Commodore 64 to a toilet. Not to mention the fact that the old pillock has drowned my Little Computer Chappie after he decided that the digitised freak needed a swimming pool and connected a hose to the aerial socket. (The funeral is on Thursday, if anyone is interested.)

Rik J. Underspool.

You leave Bob Holness alone and we don't deal with terrorist demands — ask the PPLO. Besides we think you're just a nut.

Chartist

I love your mag in all ways but there is only one thing that is wrong. Your 64 Chart in the October '86 issue — Bohdan Buciak did a screen scene on *Hole in One*, it was given a 3 overall but it got to No. 4. How could this be?

Look at *Speed King*, that was given 4 overall but was third in the charts.

In the November '86 issue there was a game called *Ninja*, Ferdy Hamilton gave it a 4 overall but it is eighth in the chart ahead of *Ghosts 'n' Goblins*. Please try and fix this.

PS. I take a medium in T-shirts. Look on the next page there is a joke! (*Unprintable joke appears here — Ed*).

D. Brown,
Victoria, Australia.

There's no accounting for taste, if we say it's bad then, rest assured, it is. If people still buy it — tough!

Grunt and grapple

Congrats to you for such a good mag, but wo! Your review of *Championship Wrestling* in the February issue made me rush out and buy it. Much to my



disappointment, my tape version was without the title page of the rather stocky man holding a belt, this I could have coped with but alas I could not find the faces of the wrestlers uttering nasty words at me either, as well as this the page saying "Choose your opponent", displaying the wrestlers posing, was gone as well. What went wrong Ed? But despite this, it is still a fairly good game.

James Browne-Cole,
Avon.

Maybe we will have to start checking the tape and the disk - but you can imagine this is a lot of extra work.

Get off our backs

It is about time that some clever, amiable person (ie, me) put a stop to all the slogging and criticism that CU is getting. Looking through the letters, there is a noticeable increase in people casually dropping the hint that they are not renewing their subscription ("I am not renewing my **!!**!! subscription!"). Look at I.E. Fish-face's letter. If he enjoys the Beano so much why doesn't he subscribe to it instead (if his parents allow him to read such a pornographic mag). Also, look at the letter of J.P. Under-fed, er, Underwood. Congrats for not giving him his T-shirt.

I have also noticed an increase in people claiming to be better than the CU reviewers. I assure you Matthew (The Self) Riggall, that to get 11 hours continuous play on 50p on *Gauntlet* is physically and mechanically impossible.

So come on all you bums out there who slag CU — write in, so us dedicated followers can show you how stupid you are.

J.P. Ahern,
Co Cork, Ireland.

We like your style, have a T-shirt.

What a star!

I wish to make a comment as it was appeared in C&VG in August '85. I hope you will consider my suggestion as it will not affect CU in any negative manner.

Believe it or not, CU put back what C&VG throw away. In 1985 C&VG use Star of David to indicate a Star Game then they realise that they offend many readers around the world, so they change it to another figure. I'm sure you have lots of ideas.

I'd appreciate it if you could also use another figure to indicate the statute of such games or cover of your booklet. Besides, you are not losing any of your Jewish readers if you use something other than a Star of David but you may be losing some of us. It is not my intention to involve you in politics of any manner.

Hamidun Majid,
Kuala Lumpur, Malaysia.

There you go again. It is politics, don't pretend it isn't — this is not the first letter we have had from Arab/Muslim readers complaining about the *shape* of a screen star. To change a logo purely to satisfy your own anti-Semitism would be wrong. If your hatred is so blind that it upsets you, you have got problems. It is just a logo, nothing else — we welcome readers regardless of race, colour, creed, etc. Wise up!

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

BARGAIN SOFTWARE:

Dept. CU4, Unit 1; 1 Esmond Road; London W.4. 1JG

BUY BY PHONE
RING 01-995 2763

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

ORDERS OVER £30 DEDUCT 10%

C64

	Rec Price	Our Price
STARGLIDER D1	14.95	10.99
THE VIKINGS D2	9.95	7.45
SHORT CIRCUIT	8.95	6.70
SIGMA 7	9.95	7.45
NUCLEAR EMBARGO	9.95	7.45
SUPER HUEY 2 D2	9.95	7.45
DONKEY KONG	8.95	6.70
SPY vs. SPY 3 D2	9.95	7.45
BIG TROUBLE IN LITTLE CHINA	9.99	7.45
GROWING PAINS OF ADRIAN MOLE	9.95	7.45
SPYS vs. SPY (ISLAND CAPERS)	9.95	7.45
BANKOK KNIGHTS	9.95	7.45
BOULDERDASH CONSTRUCTION KIT	9.95	7.45
GREAT ESCAPE	8.95	6.70
TOP GUN	8.95	6.70
STALLONE COBRA	8.95	6.70
NOSFERATU THE VAMPIRE	9.95	7.45
KRAKOUT D2	9.99	7.45
SHOCKWAY RIDER	8.95	6.70
TOMAHAWK D2	9.95	7.45
RAID 2,000 D3	9.95	7.45
DARK SCEPTRE	9.95	7.45
MARBLE MADNESS	9.95	7.45
BLOOD AND GUTS D2	9.95	7.45
DESTROYER	9.95	7.45
DELTA	9.99	7.45
MUTANTS	8.95	6.70
STREET MACHINE D3	8.95	6.70
FIRE TRACK D2	9.99	7.45
PAPER BOY D2	9.95	7.45
SILENT SERVICE D2	9.95	7.45
TAU CETI D2	9.95	7.45
GUNSHIP	14.95	11.20
TAG TEAM WRESTLING & KARATE CHAMP D2	9.99	7.45
BRIAN CLOUGH'S FOOTBALL FORTUNE D1	14.95	11.20
ELITE	14.95	11.20
LEADERBOARD D2	9.95	7.45
DEEP STRIKE	9.95	7.45
DEEPER DUNGEONS D4	4.99	4.99
WINTER GAMES D2	9.95	7.45
YI AR FUNG FU II	9.95	6.70
ACE OF ACES D2	9.95	7.45
THE LAST NINJA D2	9.95	7.45
SPACE HARRIER D2	9.95	7.45
TERRA CRESTA	7.95	5.90
TERROR OF THE DEEP D2	9.95	7.45
LEGEND OF KAGE	8.95	6.70
TIGER MISSION D2	9.95	7.45
FUTURE KNIGHT	9.95	7.45
DOUBLE TAKE	8.95	6.70
JUDGE DREDD D2	9.95	7.45
BAZOOKA BILL	9.95	7.45
MAG MAX	8.95	6.70
CHAMPIONSHIP WRESTLING	9.99	7.45
GAUNTLET	9.95	7.45
SHAOLINS ROAD	9.95	7.45
FAIRLIGHT II	9.95	7.45
BOBBY BEARING	9.95	7.45
LEADERBOARD EXEC EDITION	9.99	7.45
CYBORG	9.95	7.45
EXPRESS RAIDERS D2	9.99	7.45
DRAGON LAIR II D3	9.95	7.45
STRIKE FORCE HARRIER	9.99	7.45
WORLD GAMES D2	9.99	7.45
AVENGER (Way of the Tiger II) D2	9.95	7.45
BOMBJACK II	9.95	7.45
NEMISIS (The Final Cartridge) D2	8.95	6.70
10 FRAME D2	9.99	7.45

Coin Op Hits
Green Beret,
Mikie,
Yie Ar Kung Fu,
Hypa Sport,
Ping Pong.

Either Pack 7.45

Five Star II
Dandy
Cauldron II
Paradroid
Who Dares Wins II
Strike Force Cobra

Five Star
Spindizzy
Batalyx
Zoids
Scarabaeus
Equinox

Either pack 7.45

Now Games II
Air Wolf
Chuckle Egg II
Tir Na Nog
Cauldron
World Cup II

Best of Beyond
PSI Warrior
Enigma Force
Quake — 1
Shadowfire

Either Pack 7.45

Sold a Million III
Fighter Pilot
Rambo
Ghostbusters
Kung Fu Master

Zzap Sizzlers
Who Dares Wins II
Wizard Lair
Drop Zone
Thing on a Spring

Either Pack 7.45

Zzap Sizzlers II
Z
Monty on the Run
Bounder
Starquake

Sold a Million
Staffe of Karnath
Daley's Decathlon
Jet Set Willy
Beach Head

Either Pack 7.45

Sold a Million II
Bruce Lee
Match Point
Match Day
Entombed

Computer Hits II
Super Pipeline II
Mutant Monty
Henrys House
Gribblys Day Out
Snooker
Mama Llama
Raskel
Aqua Racer
Frenzy
Circus

Either Pack 5.99

Off The Hook
Death Star Interceptor
Talledega
Blackthunder
Kong Strikes Back
Sheep In Space
Fall Guy
Demons of Topaz
Pitfall
Space Pilot II
Pystron

Sports Pack
Turbo
Derby Day
Pilot 64
Handicap Golf
World Cup
Test Match

Either Pack 5.99

Games Pack
View To A Kill
Friday The 13th
Codename Mat II
The Pyramid
Test Match
Beaky & The Egg Snatchers

Computer Hits
Brian Jacks Superstar
Ancipital
Seaside Special
Jinn Genie
Special Operations
Harrier Attack
Hustler
Chuckie Egg
Space Pilot
Sorcerer of Claymorgue Castle

Either Pack 7.45

Mega Hits
Tales of the Arabian Knights
Poster Paster
Flight Path 737
Psytron
Son of Blagger
Super Pipeline
Trolley Wally
Alter. Mania
Ghouls
Bugavoo

Durell Pack
Saboteur
Turbo Esprit
Critical Mass
Combat Lynx
All 4 Games only £7.45

Sport 4 All
Ice Hockey
Water Sports
Burning Rubber
Tee Up
All 4 Games only £5.90

SUPER SALE
HURRY! WHILE STOCKS LAST

	Rec Price	Our Price
LITTLE COMP. PEOPLE (DISK)	14.95	5.99
NEXUS	9.95	3.99
BEACH HEAD II	9.95	3.99
V (ALL OUT ATTACK)	8.95	3.99
KUNG FU MASTER	9.95	3.99
LAW OF THE WEST	9.95	3.99
PSI 5 TRADING CO. (D5)	9.95	3.99
KNIGHTS OF THE DESERT (DISK)	9.95	4.99
KORONIS RIFT	9.95	3.99
FIGHT NIGHT (D5)	9.95	3.99
TRAP	8.95	2.99
DRAGON'S LAIR	9.95	3.99
SPINDIZZY	9.95	3.99
BACK TO THE FUTURE (D5)	9.95	3.99
FAIRLIGHT	9.95	3.99
SABOTEUR	9.95	3.99
CLUDEO	12.95	3.99
ELECTRA GLIDE	9.95	3.99
SUMMER GAMES II	9.95	4.99
SUPERBOWL	9.95	4.99
GHOSTCHASER	9.95	3.99
SUPER ZAXXON	9.95	3.99
ARC OF YESOD	9.95	3.99
PING PONG	8.95	3.99
TIME TUNNEL	9.95	3.99
NEVER ENDING STORY	9.95	3.99
SHOOT THE RAPIDS	7.95	2.99
MOONCRESTA	7.95	2.99
LASER COMPILER (CASS OR DISK)	19.95	7.99
LASER GENIUS	19.95	7.99
LASER BASIC (DISK ONLY)	24.95	7.99
SCALEXTRIC	9.95	3.99
MAX HEADROOM	9.95	3.99
GOLF CONSTRUCTION SET	12.95	4.99
KENSINGTON	12.95	2.99
HERBERTS DUMMY RUN	9.95	1.99
THE EIDOCON (ACTIVISION)	9.95	3.99
SHOGUN	9.95	3.99
MONOPOLY	12.95	3.99
LORD OF THE RINGS	15.95	5.99
SCRABBLE	12.95	3.99
DEACTIVATORS	9.95	2.99
DESERT FOX	9.95	3.99
SKY RUNNER	9.95	6.50
WAY OF THE TIGER	9.95	3.99
RESCUE ON FRACTULUS	9.95	3.99
PITSTOP II	9.95	3.99
SPLIT PERSONALITIES	8.95	3.99
F15 STRIKE EAGLE	14.95	3.99
FOURTH PROTOCOL	12.95	4.99
ULTIMA III (DISK)	19.95	4.99
ELITE	14.95	5.99
FRANKIE GOES TO HOLLYWOOD	9.95	3.99
BOMB JACK	9.95	3.99
RAMBO	8.95	3.99
TUBULAR BELLS	8.95	2.99
BIGGLES	9.95	2.99
CLIFF HANGER	7.95	2.99
SNOOKER	7.95	2.99
WINTER GAMES	9.95	4.99
EUREKA	14.95	3.99
COMBAT LEADER	14.95	3.99
HOVER BOVVER (DISK ONLY)	11.95	1.99
SHEEP IN SPACE (DISK ONLY)	11.95	1.99

DISKS. D1 = 16.95 D2 = 11.20 D3 = 10.50 D4 = 6.99 D5 = 5.99

* While stocks last

BARGAIN SOFTWARE ORDER FORM

Please send me the following titles. Block capitals Please!

Type of computer ____________________

Title:—	Amount

Total Enclosed £ __________

Name ....

Address ....

Tel. No. ....

VISIT OUR NEW SHOP TOP TITLES FROM ONLY £1.99 538 Chiswick High Road London W4

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**

Price include P&P within the U.K.: Europe please add £0.75 per tape:

Elsewhere please add £1.00 extra per tape

Letters

Bet we can

Many a time you have stated that there is a *Who Dares Wins II* but not a *Who Dares Wins I*. Well I have to tell you there is, and I have got it. The story behind it is that the person who wrote it left to work for Elite, where he wrote *Commando*. Elite therefore wanted to have the rights of *Who Dares Wins*, and there was a court case over it. Elite won.

Secondly, why do you always put the wrong labels on the screenshots. It is very irritating and confusing. In Zzap 64 they have given cheats and all the levels mapped of the *Eidolon*. Also they have stated: "I bet Commodore User can't beat that". How can you take such accusations? Why not try and get the solution cheats map of *Spy vs Spy III Artic Antics*, one of the best and latest games.

James Digby-Jones,
Guildford, Surrey.

Thanks for telling us what we already know. If you were a regular reader of Hotshots you'd have got it all right. The Who Dares Win saga has never reached court. As for Zzap cocking a snook at us over the Eidolon, ask them why their Fist II map appeared nearly six months after ours.

Re Double

I am writing as to your review in February's User abouth *The Double*.

I find it daft that the reviewer Mike Pattenden should slag it off as he did, also an overall total of four. I am not sure that he reviewed the game to its full.

Yes the players names are a bit out of date, but surely that the amount of time it took to research the game was the reason for this.

The game itself I have found to be good, as have my two sons, who also say that your comments are unfair.

The only thing is the print-out for the gates of the week's games, which are a bit tedious but as far as the match watching, if the game playing is good then the time will pass.

I see from the inset picture that he was watching the game QPR v West Brom. What was the problem not watching his own team in Div 3 or were they that poor?

D. Mulloy,
Cleveland.

You must like watching grass grow. *The Double* should be renamed *Double Dull*. Try Brian Clough's Football Fortunes.

Kangaroo charts

Hi guys! Remember me? I wrote to you in December, but I don't know whether my letter was first rate like your mag because my January '87 edition won't reach me until late March/early April. Well maybe not. Your mag seems to improve beyond sight in every edition. If it doesn't improve I am slightly disappointed. In other words, keep up the good work.

Your tastes in England, sorry Alan Gold, Britain, greatly vary to the land of boxing 'roos. In your October '86 edition, Eugene Lacey stated that he could not see Andrew Braybrook's latest game, *Alleykat*, "scooping the charts". Down under *Alleykat*, in January, was second on the national charts only to *Druid*. Undoubtedly, *Gauntlet* will change all this when it is finally released here.

Anthony Long,
Adelaide, Australia.

They must have got the charts upside down.

Back ups

I feel it must be made clear just to what extent pirating is done now. Out of the five people I know that own 64s, three have a back-up copying interface and their collections consist of about 75% copies and only 25% originals (the problem is even worse on the Spectrum).

But why are these people condemned by magazines and software companies? Why should someone shell out £10 for a game that often isn't even worth £1.

The answer to the piracy problem: budget games are improving all the time — Harvey Headbanger, Thrust, Warhawk, 180, Flash Gordon to name but a few. These tapes sell many more than full-price games. If people want these games, they think, "Why not?" and readily pay out the £2 or £3 because the game is worth it and they get an original tape instead of a copy.

Software companies are cutting their own throats selling games for £10. I can't help but think they would sell more tapes and reduce the amount of copies if they brought down the price of their games.

Mastertronic, Firebird and Players, etc, will never go bankrupt while they sell quality games for a cheap price — instead they will continue to make large profits. Companies are just too greedy and can no longer divert the blame for the deterioration of the software industry to the common pirate.

Jason Allardyce,
Strathclyde.

The returns on a budget game are so much less than on a full price one that M'tronic, etc, have to sell many times more to make a reasonable profit.

The great Smartie debate

I think I know the answer to the question at the end of the review of *Jet Set Willy II*. *I think the answer is that they put the letter on the lids to bribe little children to buy Smarties so they can collect all the alphabet (they probably miss one letter out to encourage them to buy more). I have Jet Set Willy I* but it is bust so I do not play it.

Christopher Thom,
Forres, Scotland.

My dad says they print letters on Smartie lids for production coding reasons.

Ken Jones,
Blackpool.

Your dad's a divvy.

The reason that there are letters on Smartie lids is that you can collect them, make an alphabet and create words so that children can learn to read, spell and understand things without too much work involved. It's fun for them, too.

Lee Osborne,
Grays, Essex.

You said in your review of *Jet Set Willy II* (Feb. issue), that the first person who wrote in and told why they put letters on the tops of Smartie lids can have your copy of *Jet Set Willy II*. I have enclosed a copy of my reply from Rowntree's with the answer.

Please could I have your copy because I can't afford my own.

Simon Knipe,
Northwich, Cheshire.

ROWNTREE MACKINTOSH REPLY

Dear Simon,

Thank you for your recent letter concerning Smarties tube tops.

The letters are printed on the tops to increase the enjoyment that can be derived from Smarties. Many children collect the alphabet and we hear from quite a few teachers and playgroup leaders just how useful thay can be in teaching children spelling whilst they enjoy themselves.

Thank you once again for taking the trouble to write to us — I hope that you will continue to enjoy Smarties.

Yours sincerely,
S. E. Ollett,
Marketing Assistant.

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

BUZZ

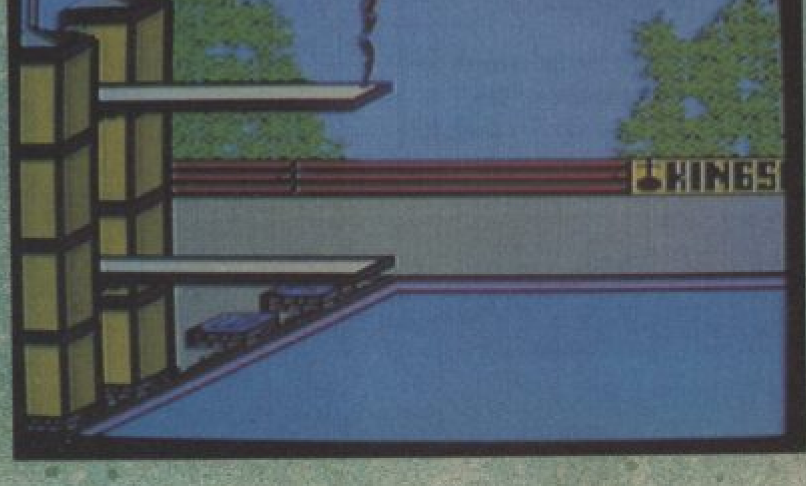
You might think we've seen enough basketball simulations but here's another that looks very promising, for two reasons: it's written by International Football programmer Andrew Spencer and developed and published through sports supremos Epyx. The game is set on a typical American street corner rather than a traditional court. Choose your players from the neighbourhood kids and choose a patch to play the opposition. This is gonna be one def game!

STREET SPORTS BASKETBALL



Udo Gertz' version of Winter Events has been riding high in the charts for as long as we can remember, what can knock it off? How about his next game, Summer Events. Six athletic disciplines, pole vault, swimming, high board diving, cycling and the steeplechase, colourful graphics and speech makes for a pretty classy package on the C16.

SUMMER EVENTS





NEMESIS

2000 AD fans will recognise the hero of Martech's latest licence Nemesis. He'll be continuing his fight against the alien-hating Torquemada in their new game. Armed and dangerous you'll stalk through the screens in pursuit of that personification of evil, laying waste to any terminators who get in your way with a sword, gun or if disarmed acid spit. Uuurgh! As you play a digitised picture of old Torquey builds up in the corner of the screen and should he fill in completely all the dead terminators turn into death zombies and come after you. Nasty!

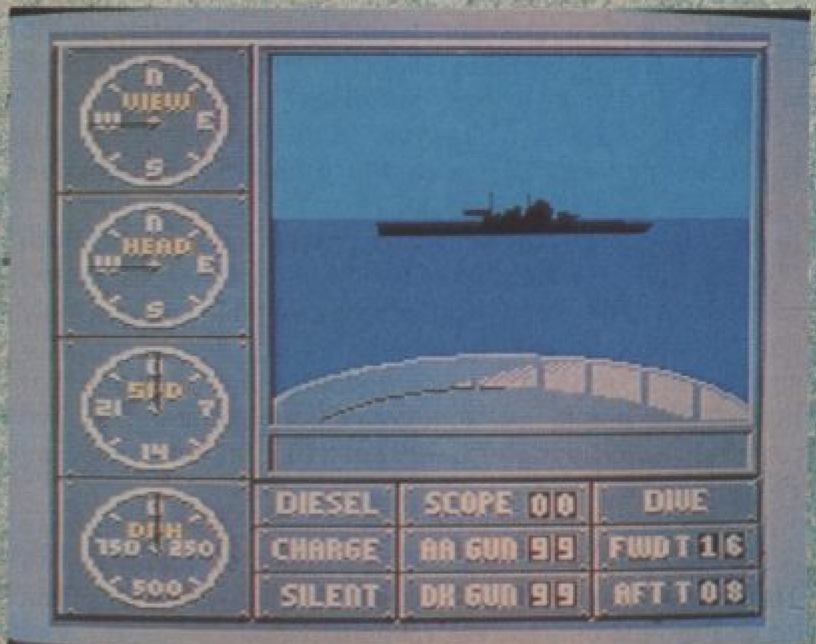


SAMURAI TRILOGY

Gremlin have really pulled out the stops recently. They go into overdrive next month with the release of Samarai Trilogy, another martial arts program. Train under the Supreme Masters to be a Samurai Warlord by completing three tests. Select opponents from the school's combat heroes. Break a few bricks, smack a few slates, you might even get promoted. Anyway you know the score with these games so sit back and wait for the review.

SUBBATTLE SIMULATOR

Following on from their successful Destroyer simulation, Epyx are bringing out a sub-battle game along the lines of the Microprose Silent Service game. You can undertake any one of over 60 missions as a German U-boat or American sub. Choose from scenarios ranging from seek and kill to life-guarding or even try and make it through the entire war. You get torpedos, mines, anti-aircraft guns and a 40mm Bofor deck gun to fight with, but there's 200,000 square miles to patrol! We'll be getting lost just as soon as we receive this one.





STIFFLIP & CO

Palace's next release is a spoof of those Twenties and Thirties ripping yarns, using many of the clichés and topics of the comics and films of that era. The game centres on Sebastian Stifflip, his three pals and their intrepid quest through the jungle for the wicked Count Chamelion. It turns out to be an icon-driven arcade adventure and writers Binary Software promise "instant playability".

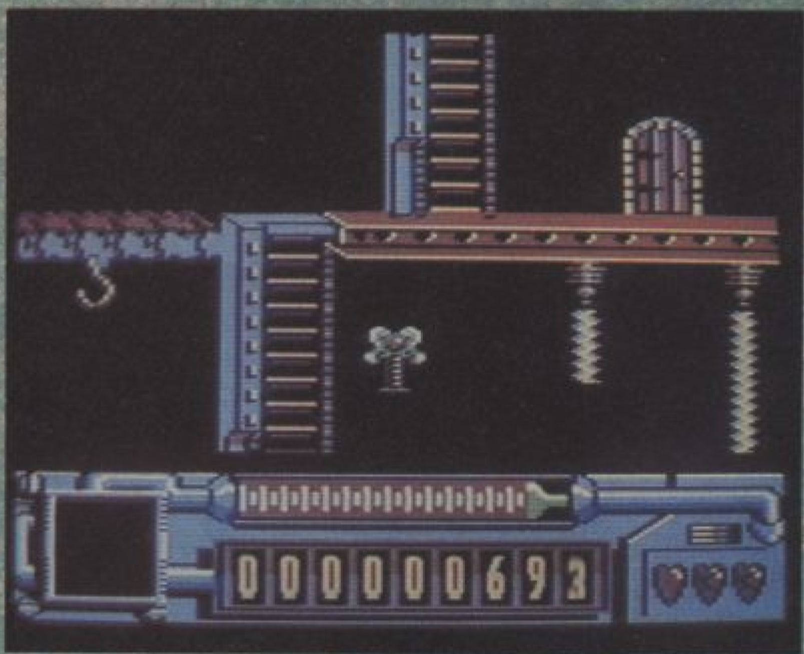


IQ

Ouch! You'd better have some dark glasses on hand if you want to play CRL's IQ. Released through their new wave label, it claims to be an artificial intelligence arcade game. Program your own beings to fight the computer for territorial advantage. It all sounds a bit like a futuristic chess game.

Two of Gremlin's best known characters return to your screen next month. Thing, star of Thing on a Spring, rebounds into action again in a new game pursued by dozens of alien objects like boots wearing spectacles, spikey toadies, walking canons and spike-helmeted goblins. Thing will be bouncing, sliding, flying around the same toy warehouses as the last game. This time the game assumes that although you've killed the goblin that was making the nasty toys, a computer is still doing the job. Also on his way back is that platform climbing mole Monty. In Auf Wiedersehen Monty he's travelling around the world trying to make enough money to buy the island of Montos. World exclusive next month?

THING BOUNCES BACK





BUZZ

We've finally been able to lay our hands on the 50 biggest sellers of last year and aren't there some surprises? Hands up who expected *Gauntlet* to be top? Yet there it is languishing at No. 23 with the other main contender, *Paperboy*.

It's obvious really when you stop and think. Both *Paperboy* and *Gauntlet* have been fighting it out at the top for most of this year. Hence many of their sales simply don't register on the '86 chart. It's still something of a surprise that US Gold's *Leaderboard* should be the one that made 1986 a hole-in-one. It was a good game but one we felt that lacked variation — something acknowledged by the *Executive* version reviewed this month.

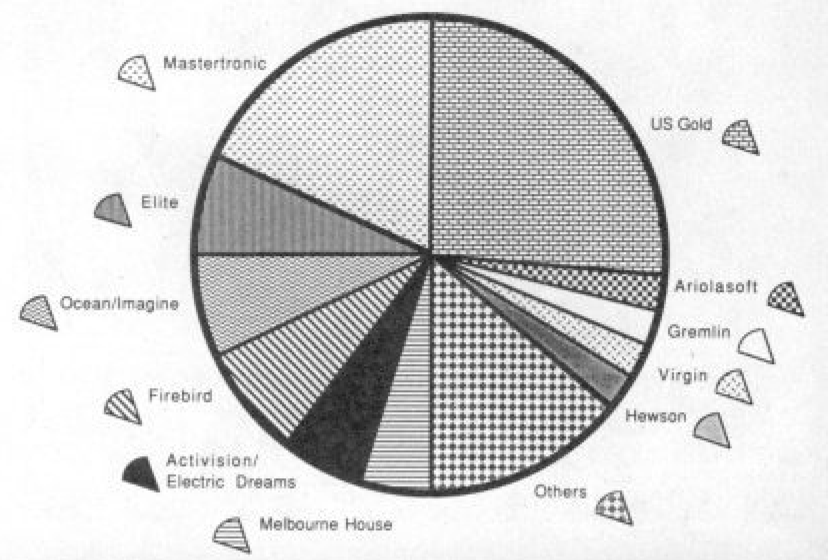
One aspect of the chart that should come as no surprise is the fact that a third of it is composed of cheapos with *Thrust* (our Superstar chart topper) the biggest seller of the lot and second only to *Leaderboard* overall.

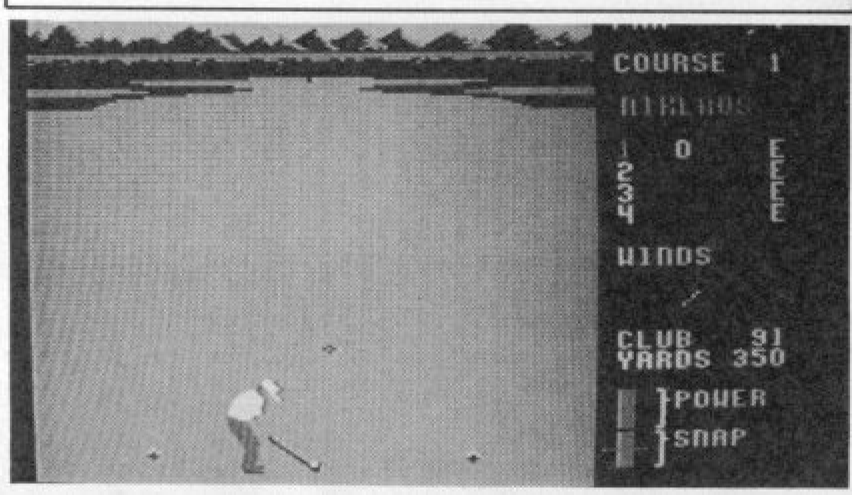
Elsewhere the game everyone's forgotten, *Rock 'n' Roll Wrestle,* features fairly prominently at No. 20 whilst, only a few places below, the awful *Ninja Master* makes it into the chart as the No. 26 biggest seller of 1986. Good grief. And yet Elite could only manage 38, whilst Little Computer People just about scraped in.

Over on the 'Who Sold Most' chart, you can get an idea who the biggest software houses of the year were. Remember one big seller isn't necessarily enough to give a software house a large market share. A number of consistently selling titles is what gives you a big slice of the cake. A large number if you look at US Gold and Mastertronic, two companies way ahead of their nearest rivals Firebird, Elite and the Ocean/Imagine group. If you add Ocean/Imagine to US Gold bearing in mind their indissoluble links, it is clear just how much of the business this group of companies control.

Overall suspicions of the market shrinking and the big boys getting bigger at the expense of the smaller houses are confirmed. A trend that seems likely to continue.

WHO SOLD MOST 64 GAMES IN '86





Leaderboard — the surprise top selling game last year.

TOP 50 GAMES OF 1986

1	LEADERBOARD	Access-US Gold
2	THRUST	Firebird
3	GREEN BERET	Imagine
4	URIDIUM	Hewson
5	KUNG FU MASTER	Data East-US Gold
6	COMMANDO	Elite
7	KANE	Mastertronic
8	LAST V8	Mastertronic
9	DRAGONS LAIR	Software Projects
10	GHOSTS AND GOBLINS	Elite
11	KIK START	Mastertronic
12	GO FOR GOLD	Americana
13	MERCENARY	Novagen
14	FIST 2	Melbourne House
15	RAMBO	Ocean
16	WINTER GAMES	Epyx-Us Gold
17	YIE AR KUNG FU	Imagine
18	SUPER CYCLE	Epyx-US Gold
19	INTERNATIONAL KARATE	System 3
20	ROCK 'N' WRESTLE	Melbourne House
21	SPEED KING	Mastertronic
22	PAPERBOY	Elite
23	GAUNTLET	US Gold
24	HARDBALL	Accolade-US Gold
25	A C E	Cascade
26	NINJA MASTER	Firebird
27	WARHAWK	Firebird
28	WORLD GAMES	Epyx-US Gold
29	TRIVIAL PURSUIT	Domark
30	SILENT SERVICE	Microprose-US Gold
31	INFILTRATOR	Mindscape-US Gold
32	FORMULA ONE SIMULATOR	Mastertronic
33	BMX SIMULATOR	Code Masters
34	THEY SOLD A MILLION	Hit Squad
35	ACTION BIKER	Mastertronic
36	EIDOLON	Activision
37	SUPERBOWL	Ocean
38	ELITE	Firebird
39	SPINDIZZY	Electric Dreams
40	SUMMER GAMES 2	Epyx-US Gold
41	MASTER OF MAGIC	Mastertronic
42	BOMB JACK	Elite
43	KNIGHT GAMES	English
44	SPELLBOUND	Mastertronic
45	ZAPP SIZZLERS	Gremlin Graphics
46	BOUNDER	Gremlin Graphics
47	KORONIS RIFT	Activision
48	LITTLE COMPUTER PEOPLE	Activision
49	180	Mastertronic
50	NINJA	Mastertronic

C64 CHART C64

TM	LM		
1	NE	PARK PATROL	Firebird
2	NE	CHAMPIONSHIP WRESTLING	Epyx-US Gold
3	2	PAPERBOY	Elite
4	NE	GUNSHIP	Microprose
5	1	GAUNTLET	US Gold
6	3	BMX SIMULATOR	Code Masters
7	7	LA SWAT	Mastertronic
8	8	MICRO RHYTHM	Firebird
9	5	180	Mastertronic
10	4	FLASH GORDON	Mastertronic
11	11	WORLD GAMES	Epyx-US Gold
12	NE	POLICE CADET	Midas
13	NE	TENTH FRAME	US Gold
14	9	FOOTBALLER OF THE YEAR	Gremlin Graphics
15	13	NINJA	Mastertronic
16	20	ACE OF ACES	US Gold
17	NE	ESCAPE FROM SINGES CASTLE	Software Projects
18	17	GO FOR GOLD	Americana
19	RE	LEADERBOARD	Access-US Gold
20	NE	WEST BANK	Gremlin Graphics

CHART CHAT

It seems you're all skint — with budget games taking no less than six slots in this months top ten.

Riding high at number one is the cult hit — Park Patrol — an ex-Activision title that the Americans must be kicking themselves that they didn't put it out on budget themselves.

Other budget buys charting well are Microrhythm and Micro Swat. But the biggies are yet to come — just wait for Firebird's Ollie and Lisa to start charting next month. Who knows — the Telecom gamers may even get round to sending us some review copies in time for the next issue, ie, not six weeks after the games have appeared in the shops.

Storm storms to the number one slot (ouch, Ed) in the C16 chart. Not surprising really — a Gauntlet rip-off for two quid is bound to have a certain amount of appeal.

One to watch on the C16 front are Thrust from Firebird and Udo Gertz's Summer Events — brilliant so they say.

Sixty four stormers are likely to be Nemesis, Delta and Tag Team Wrestling — whenever it is finally finished.

CHART CHAT

C16

GALLUP

TM	LM		
1	NE	STORM	Mastertronic
2	NE	MASTERCHESS	Mastertronic
3	NE	FOOTBALLER OF THE YEAR	Gremlin Graphics
4	2	HIT PACK	Elite
5	NE	MOLECULE MAN	Mastertronic
6	1	WINTER EVENTS	Anco
7	3	BLOCKBUSTERS	Macsen
8	NE	SCOOBY DOO	Elite
9	RE	KIK START	Mastertonic
10	RE	FINDERS KEEPERS	Mastertronic

CHART BUZZ

BUZZ



Blues Brothers coming soon

Get down with the Blues Brothers

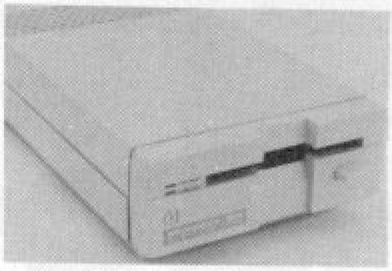
The chequebook is being flashed around a bit at the moment over at CRL, this time with the acquisition of the rights to 'The Blues Brothers'.

Devotees of rhythm 'n' blues, humour and car chases will have seen the film or the video already, but for the unenlightened it features Dan Akroyd and Jim Belushi. They play two ex-cons who 'get God' and embark on a crazed attempt to raise money honestly to stop their local Catholic mission closing down.

As with all these licence deals, CRL are promising to stay true to the spirit of the original. We hope they do. The film is only at storyboard stage, but it seems as if it will take its lead from the last scenes when the two Ray Ban'd heroes wreak havoc whilst being pursued by America's law enforcement agencies, crazed fascists and hoodlums. It's due for release at the PCW show in September.

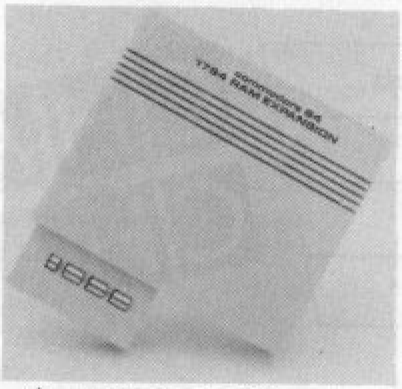
NEW ADD ON

If you've been using five inch floppies, get ready for the next revolution. Gradually over the past three years, three and a half inch disks have been taking over the US computer market. Apple's Macintosh, Atari's ST and Commodore's Amiga all use them. Now, with the release of Commodore's 1581 disk drive, you can use them too. The new drive has a storage capacity of 808K, and will work with the C64, 128, 16 and even the Plus/4. The price — $400, over here, at least.



3½ disks for the 64.

The thing I like most about the smaller disks is that they are easier to handle. The disk itself is encased in plastic, so you don't have to worry so much about getting a fingerprint or speck of dust on it.



Lots more '4' to plug in.

You say 64K isn't good enough for you? How about an extra 256K? The new 1764 RAM Expansion will give you five times the amount of storage you currently have available in your C64 or 64C. It plugs right into the computer on cartridge, and they'll be selling it for $129.

Dan Gutman reports from New York.



Game for the cup.

Virgin Guess Wrong

It was a good guess, you have to admit. An all scouse FA Cup Final did seem like a distinct possibility before the quarter finals.

Virgin's decision to feature a Liverpool and Everton player on the front of their FA Cup football game can, therefore, easily be understood.

The fact that neither of the Liverpool teams are going to make it to Wembley this year must be a sad blow to Virgin — not exactly past masters at timing their releases.

Still, what's in a name. We will be reviewing the game in next months issue. In the meantime, if you fancy winning a pair of tickets for the final then check out our Brian Clough Football Fortunes competition on page 79.



Page 3's Maria Whittaker guesting on CU's page 15.

Maria's Palace

Palace hired page 3 girl of the moment — Maria Whittaker — to pose in this mock up scene from Barbarian — the latest game from the arcade-adventure specialists.

We phoned the lovely Maria to ask her opinion of the game but all she kept saying was "There's something I simply just have to tell you . . . the time." The number we had been given was the Alternative Speaking Clock you see — another of Maria's money spinners.

Luckily Palace's Pete Stone was slightly more responsive when we phoned him.

"It's a combat game . . . but much more than your standard beat 'em up fare. It features weapons like the sword in the picture and others as well".

But why the busty model? "The aim of the game is to rescue the maiden". Oh, we see, and there was us thinking it was just a cheap publicity stunt.

Two people can play against each other in Barbarian — or against the computer featuring various different fantasy enemies.

Palace are pretty optimistic about Barbarian as it has been designed by Steve Brown — the less muscular of the sword holders in the photo. His last game *Secret Armour of Antiriad* has just been snapped up by Epyx for an American launch later this year.

A CU T-shirt is offered to the person who sends in the best 'speech bubble' captions for the photograph. Any takers?

Frankenstein

Rod Pike, author of Dracula of CRL, has announced his next adventure will continue the horror theme with a version of Frankenstein.

As with Dracula the adventure will follow closely the original story. It was written early last century by Mary Shelly about a doctor intent on creating a living being. The doctor was called Frankenstein, as all good scholars know, not the monster he made.

The game will fall into three parts and will include the same style of digitised graphics available on *Dracula,* however these may be animated, though CRL are unsure at the time of going to press.

They've also announced that like Dracula, Frankenstein will be submitted to the British Board of Film Classification for a viewing rating. By the nature of the book you wouldn't expect it to be as highly censored, though CRL point out they have asked Pike "to tone it down."

Frankenstein is after you with a rolled up copy of CU.



Milking a story: Budget software kings Mastertronic are preparing to release a game based on the gruelling Milk Race which takes bikers all over Europe. Sponsored by the Milk Marketing Board and puts you in the saddle of a racing bike as you eat up the miles of road. You'll face hazards like slippery roads, landslides and exhaustion. Review and competiton next issue.

Konix high score: There's an 84% chance that your score will increase using a Konix Speed Joystick, according to research carried out by Epyx in the USA. Tests were carried out on games like *Raid over Moscow, Zaxton, Summer Games* and *Winter Games.* Whether you believe that or not it's up to you. We always thought you were best off with a stick which suited you.

Groovey Underware: Well we don't mean multi-coloured underpants, but you could do something with the odd vest maybe. Let's explain, a company Banbury Business Computers have developed the Underware Ribbon which will allow you to dump your own graphics or screen dumps of games on to a printout and then transfer them to a T-shirt or similar with a hot iron. You need £15 for a black ribbon and £24 for a colour but you can only do it with an Epson compatible printer. Banbury Business Computers are in Bloxham, Banbury, Oxon.

Success on a plate: There are still ways to make it in the world of software as a programmer, companies like Elite still post advertisements for people. However, there's a book which has just appeared that advises you on how to get Success in Software. It contains tips on copyrighting games, how to send your programs on spec to publishers and how to make sure you get money out of them if it gets published. The people with the info are Superior Software in Leeds.

He-Man takes to the air — and who can blame him!





64/128
US GOLD
Price: £9.99/cass
£14.95/disk

MASTERS OF THE UNIVERSE



Panels record sword status and skulls cracked.



Big, blonde and muscular, He-Man is the subject of the latest US Gold licence. For those who haven't been introduced to the big hunk, He-Man is the guardian of all Eternia. His real identity is the wimpy Prince Adam, but once he grabs his sword of power and cries "By the power of Grayskull!" Whoosh! he gains an instant suntan, dons his S & M leather gear, and is off to save Eternia from the evil forces of Skeletor. The children's cartoon has taken the world by storm, as have the toys. So what better choice for a game?

In this particular adventure, He-Man once more has to save Eternia (his home planet) from Skeletor & Co. But it's not easy this time as Skeletor has discovered the all powerful Ilearth Stone. The stone's magic has given him total power, and he has now overrun He-Man's home, Castle Grayskull. Your task is to destroy the stone, oh, and don't expect the happy ending in the cartoon.

The game takes the form of an arcade-adventure. As He-Man you have the power to jump and carve up baddies with your sword of power.

Destroying the stone though, is not just a question of stabbing it. First you must find and release your clumsy magician friend Orco. For only Orco's magic can turn the sword into an Atom smasher powerful enough to shatter the stone. Not only must you find Orco, you must also provide him with the correct ingredients to proceed with the spell. This is where the arcade adventure's pick up and drop formula comes in.

There is also a slight platform element in the game as there was in the likes of *Antiriad*. The game also bears a resemblance to the Palace hit, but is not quite as fast. Speed is probably He-Man's weakness as the action is fairly slow. For a Super-Hero, He-Man runs like his G-string's too tight.

You have four lives to complete the adventure. A life is lost by falling into a pit, water or bushes. You can also die by being shot but not just once as you have a body shield.

Masters of the Universe is initially a nice game. But, if like me, you are suspicious of the word "nice", you'd be right. A "nice" game in this case is a fun but rather average arcade-adventure, pretty graphics and a good rendition of the He-Man theme tune. I'll have to pass this one off as a game for fans of the average arcade-adventure and He-Man freaks. It isn't bad, but the slow and fidgety gameplay means that as tanned and muscular as he may be, He-Man just doesn't have the power!

Ferdy Hamilton

	Rating (1–10)
Graphics	7
Sound	7
Toughness	7
Endurance	5
Value	5

6 Overall

FOUR GO AFTER SPACE PIRATES!

Activision are currently programming another multi-player arcade game, *Quartet*. Like *Gauntlet* it will let you and a friend cause havoc at the same time. Mike Pattenden joined the programmers for a sneak preview.

As you may have already read in this magazine, Activision are preparing an assualt on the home computer market with a mass of arcade licences. First releases in the batch are *Star Raiders II, Wonderboy* and most appealingly of all, *Quartet*.

Anybody who was able to make it to the PCW show last year would have been in no doubt as to the popularity of this coin-up. Commodore User had one on freeplay by the stand and the queues to play were massive.

The main appeal, of course, is its multi-player mode whereby four of you can join in the fray and help each other out. The Sega game was inspired by the success of Atari's *Gauntlet* and dismissed by critics for that reason. The truth is that the only similarity between the two machines is the four player mode. Just about everything else is different.

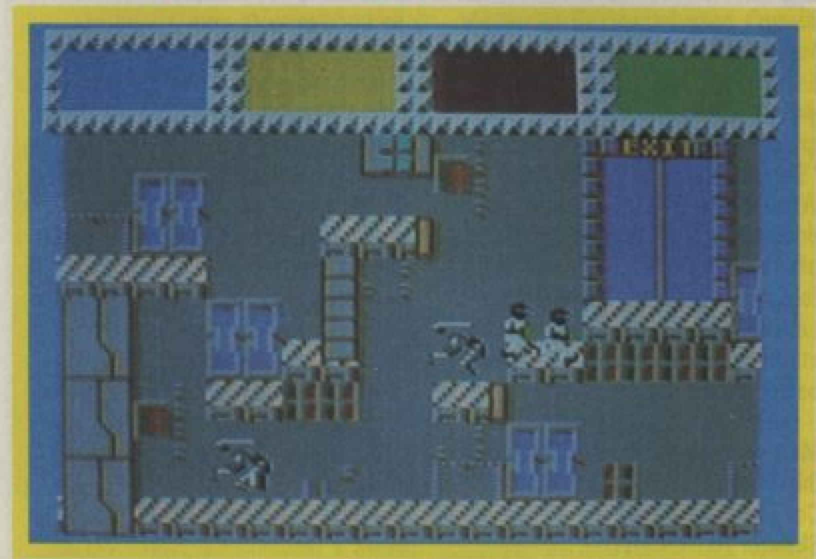
Let me remind you of the plot. Space Colony 06 has been attacked and taken over by space pirates. Quartet, a private team of troubleshooters are called in to recapture the colony. It's a bit like the A-team in space as you control up to four characters in a scrolling battle across the screen.

The Quartet team is comprised of three men and a woman, each with his or her own attributes useful in battle. They work as a team, but as US Gold's *Gauntlet* conversion, it's obvious that only two people will be able to play the home computer version at any one time. Decide who your favourite character is if you haven't already.

MARY: Her parents were killed by space pirates and now she pursues a vengeful struggle against them armed with a powerful bazooka.

EDGAR: The cool-headed black fighter is strong but his greatest fighting asset is his jumping ability.

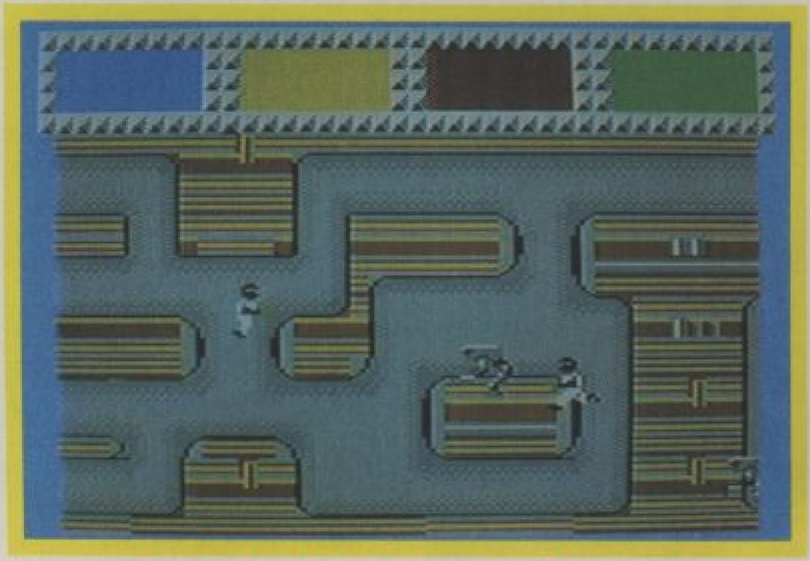
LEE: A quick and skilful manoeuverer, deploys his



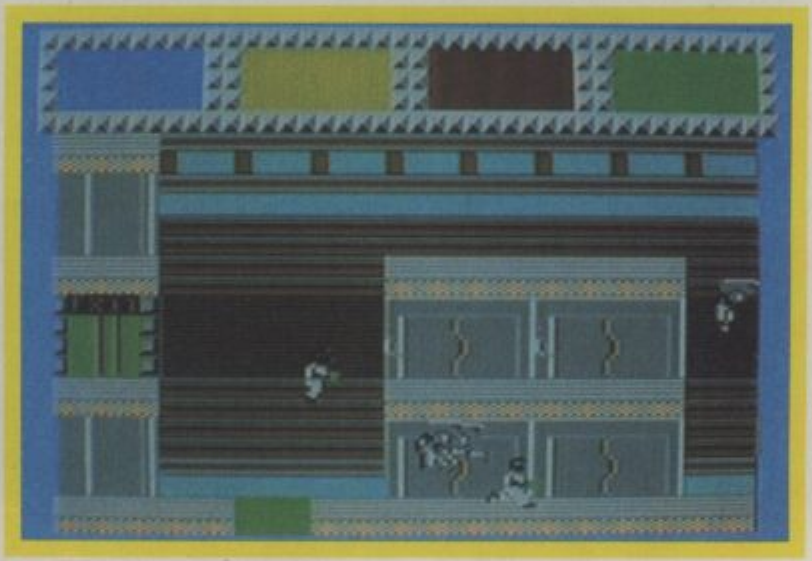
Outside the space colony — terrorists everywhere.



Level One background graphics — there now you know where the first exit is.



You've made it to the exit — grab the key and get out!



Inside the colony — where's the terrorist leader?

wide beam laser to devastating effect.

JOE: Probably the most efficient killer of the lot, Joe moves the fastest of the group.

With your team assembled you're ready to wipe out a few lousy pirates. As you work you way through the colony's thirty six levels,

Power-up articles, like a pair of boots, appear which you can grab to increase your skills in power and firing. These are important attributes to help you across the screen safely and in overcoming the warlord who carries the all-important key to the next level.

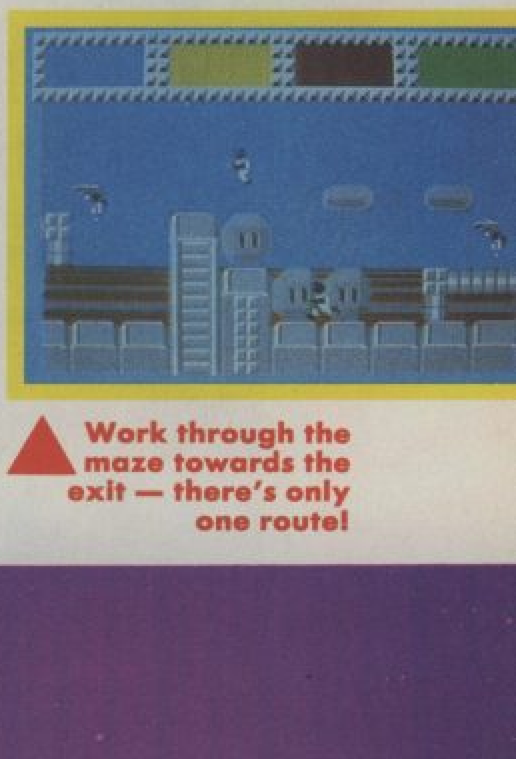
To be a successful conversion the programmers are going to have to pay this kind of attention to detail. If Quartet is to succeed it must play fast and effectively. The people given the task of programming what could well be a number one title are Probe. Some of you may remember them for their *Basildon Bond* and *Dirty Den* games, but the company has changed considerably since then. They've turned into one of the largest development houses in the country, working on projects and conversions for US Gold, Ocean and Elite.

The project has been six months in development so far with a team of four working on it. Chief programmer, man in charge, and Probe director Vakis Paraskeva has been directing operations. Though he will only admit to working on a few "secret projects", he does have one Probe game under his belt, *Basildon Bond* the *Impossible Mission* clone. The secret projects are games he's had to finish for companies whose programmers have defaulted on titles.

Over on graphics is the enigmatically named Nik, who has two big name games under his belt in *V* and *Xevious,* whilst sound is the responsibility of David Whittaker. On the coin-op you get digitised speech or in fact that's better described as digitised screech, since every time a character gets shot there's a cry. Us 64 owners will have to make do with music and effects.

We asked Vakis what the major problem had been in converting a sophisticated title of this kind. "There are so many animated sprites on the scrolling coloured backgrounds that we had to write a routine to kid the 64 into thinking there were less sprites on screen than there were."

Probe promise everything in the game will be as faithful to the original as possible. Whether you dismiss it as a *Gauntlet* clone or not, you have to admit that the more simultaneous two-player games the better, they open up new vistas of entertainment on your home computer. Quartet aims at twice the play power!



Work through the maze towards the exit — there's only one route!



QUARTET PREVIEW

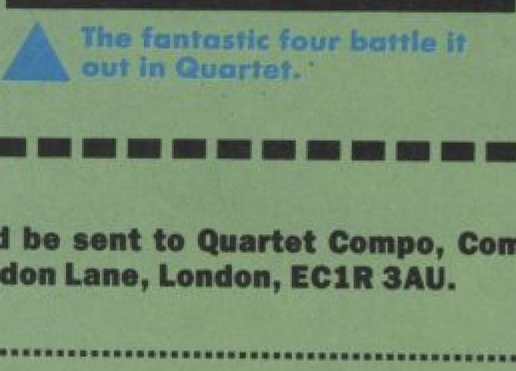
QUARTET QUIZ COMPETITION



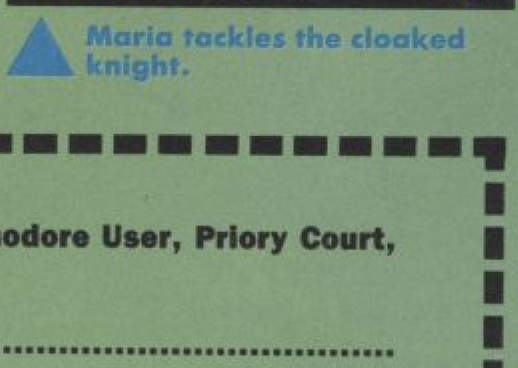
First prize — a mega fantastic JVC compact disk player.



Clare Hirsch and Andrew Wright of Activision — your clue for question three.



The fantastic four battle it out in Quartet.



Maria tackles the cloaked knight.

Quartet was the second four-player coin-op to hit the arcades.

It seemed like the Gauntlet craze was going to lead to a rush of four-player games — cleaning up in the arcades and being converted to play at home.

That does not seem to have happened.

Quartet and Gauntlet are still the only four-player games you'll find in the arcades.

Quartet is a lot more fun than Gauntlet. It offers cartoon style graphics in a science fiction setting — as opposed to Gauntlet's rather heavy D & D theme.

To mark the launch of the game on the Commodore 64, Activision and Commodore User are running a super competition.

We have a splendid JVC compact disk player as a first prize and 30 copies of the game to give away to runners up.

This CD is the business. Its going to look and sound great in your room. Picture it. Quartet blasting away on your 64, the CD belting out Iron Maiden, and your mum belting on the bedroom door.

It's easy to win, too. All we want you to do is answer a few easy peasy questions and use your imagination a bit.

Question 1: What spooky film did Activision produce a chart-topping game on?

Question 2: Activision recently produced a game based on (a) Donald Duck, (b) Howard the Duck or (c) Crocodile Dundee. Which of these statements is true?

Question 3: Activision have just appointed a new 'Ambassador of Software'. A what? You heard me. What is his nickname? Is it (a) Andy Pandy, (b) Flat Head or (c) Bosher (see picture for clue).

Tie breaker: Tell us which four people you would most like to see a four-player arcade game based on. They can be famous, film stars, actors, sports people or just your mates. What you have to do is convince us that the four would make a good team and plot for a game. Don't make your explanation too long.

Entries should be sent to Quartet Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

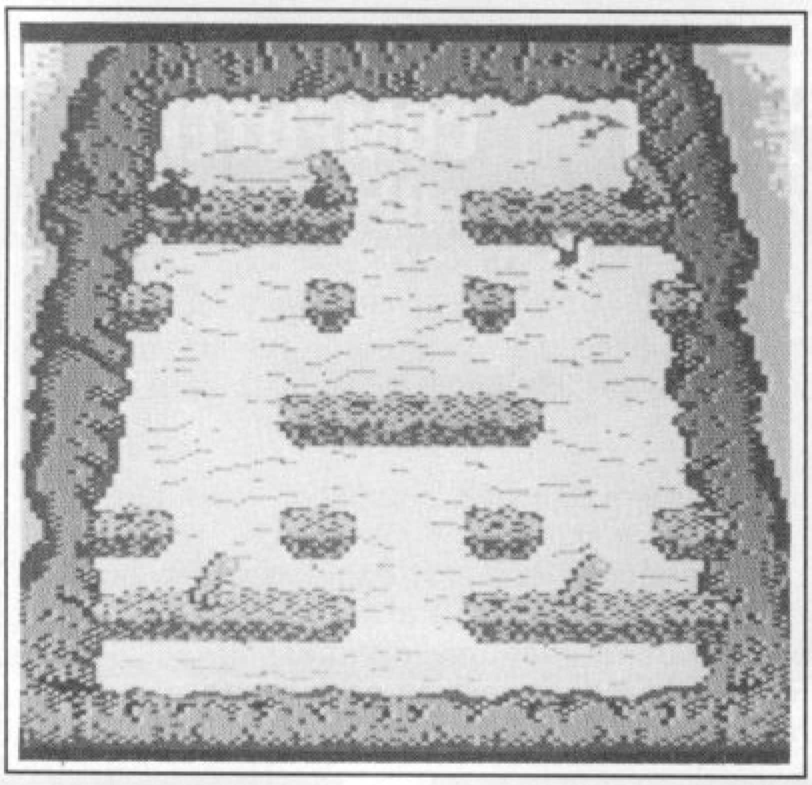
Name..

Address..

...

The answers are (ring one letter) **Question 1:..**

Question 2: A B C Question 3: A B C





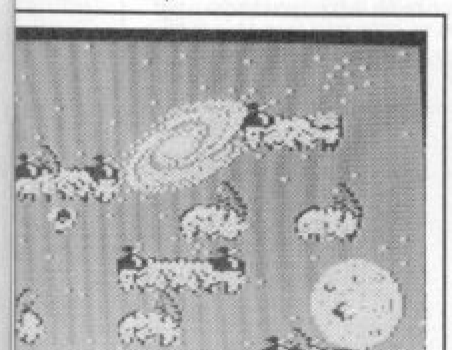
Hop around the levels after the treasure

● BOMBJACK II

64/128
ELITE
Price: £9.95/cass
£14.95/disk



Would have looked nice on a Christmas release



He's at it again! Who? Bombjack, of course! This time though he's collecting treasure. A little bit safer than defusing bombs.

Wrong, because this treasure just happens to be guarded by some very villainous villains who would like nothing better than to see you fail.

In this, his second caper, Bombjack swaps his 'sweetness and light' image for that of a 'Rambo', since this time he has come armed with a knife. Must be a dodgy area.

Armed and dangerous, Bombjack starts his new adventure only to find things have changed. The screen layout has gone all '3D' and the normal 'grab all the stuff and avoid the baddies' theory has gone out of the window, you need to think in this one.

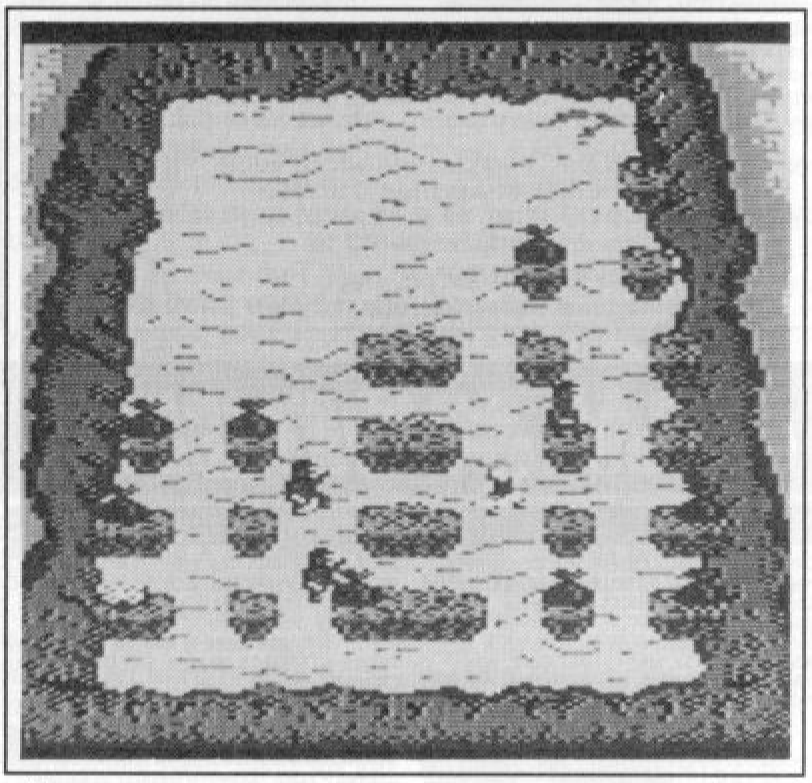
You control BJ with the joystick and moving left, right, up and down will cause him to do so. The fire button now does a sort of stabbing action.

The screen is made up of platforms, but they are drawn in 3D. This means that when you jump up you are going into the screen, and down will cause you to come out. Don't worry it's quite easy really.

Moving BJ around, you must collect the goodies and watch the monsters carefully. Only attack them when they are near the edge as they will fall off the edge and die faster. Attacking one elsewhere will cause you to lose energy as you battle.

The energy gauge at the side of the screen indicates your fighting power, and the monsters have energy gauges too. Your energy will increase if you stand still for a while, but time's not on your side, so don't dawdle too often. You won't die when the clock runs out so to speak, but the monsters mutate and became harder to kill as time goes on.

On most sheets the monsters start as dinosaurs, which only move about on their own platform, slowly transforming. But on other levels they have already changed and are running around all over the place.



Watch out for the monsters mutating quickly

When you are jumping about, you can't just go from platform to platform. To get to a certain treasure you may have to jump on every other platform to get it, which makes this game a little hard in places.

The backdrop graphics for each sheet seem to be the same all the way through, with only two different scenes. The first is a lava pit, which isn't very convincing, and the second is outer space, and it's all coloured blue — in fact it looks like a Christmas card scene.

This does detract from the game a little, but not overall. The rest of the graphics, like your man, are all a bit on the small side, and can cause a bit of a headache when trying to move quickly.

The only thing that saves *Bombjack II* from disaster is its great gameplay, the lots of thinking and planning that you have to do.

Oh, and by the way, Elite have done a most sensible thing in putting the first Bombjack on the other side of the tape, which means this is a good bet in the value stakes.

Chris Cain

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall

MEGASAVE FANTASTIC SAVINGS

MAIL ORDER ONLY

Elite	D1 11.50	Starglider	D4 12.50	10 Frame	D1 7.95
Dragons Lair II	D1 7.95	Headcoach	7.50	Elevator Action	6.95
Fist II	7.50	Jail Break	D1 6.75	Vikings	7.95
Dan Dare	7.50	Xevious	D1 7.50	The Double	8.95
Strikeforce Harrier	7.50	Scooby Doo	D1 7.50	Deeper Dungeons	4.95
Uchi-Mata	D3 7.50	Labyrinth	D1 7.50	Superbowl Sunday	7.95
Great Escape	6.75	Ikari Warriors	D1 7.50	Apache Gunship	D4 12.95
Top Gun	6.75	Arctic Antics	D1 7.50	Agent Orange	6.95
Cobra	6.75	Paper Boy	D1 7.50	Raid 2000	D3 7.95
Breakthru	D1 7.50	Silent Service	D1 7.50	Shanghai	7.95
Gauntlet	D1 7.50	Trivial Pursuits	D4 12.50	Terrors of the Deep	7.95
Handball Maradonna	5.95	Avenger	7.50	Brian Clough Football	D4 12.95
Master Universe	D1 7.50	Footballer of the Year	7.50	Express Raider	D1 7.95
Judge Dredd	7.50	Shaolins — Road	D1 7.50	Chameleon	D1 7.95
Sky Runner	D3 7.50	Firelord	D3 6.75	Leviathan	D1 7.95
Sentinal	D1 7.50	Bismark	D1 7.50	Bankok Knights	7.95
Knuckle Busters	D1 7.50	Ace of Aces	D1 7.50	Bombjack II	D1 6.95
Destroyer	Disk only 7.50	Vietnam	D1 7.50	Leaderboard Exec Edit	D1 7.95
Champ Wrestling II	D1 7.50	Jewels of Darkness	12.50	Field of Fire	D1 7.95
Twice Shy	D3 7.50	World Games	D1 7.50	FA Cup '78	5.95
America's Cup	7.50	Kayleth	7.50	Grange Hill	7.95
They Stole a Million	D1 7.50	Space Harrier	D1 7.50	Into Eagles Nest	D3 6.95
Altered Ego (disk)	19.95	Boulderdash Con Set	D1 7.50	Krak Out	D1 7.95
Vera Cruz	7.50	Shock Absorber	D3 6.75	Roadwar 2000	Disk only 17.50
Sold A Million III	7.50	Hypaball	7.50	US Army Airforce	Disk only 25.95
Konamis Arcade Hits	D1 7.50	SAS Strikeforce	7.95	Shard of Spring	Disk only 17.50
Aliens	7.50	Last Ninja	7.95	Phantasie II	Disk only 17.50
Rogue Trooper	D1 6.75	Delta	D1 7.95	Runarama	D3 6.95
Strikeforce Cobra	6.75	Blitzkrieg	D1 7.95	Sailing	D1 7.95
Glider Rider	6.75	Tomahawk	D1 7.95	Tracker	D2 12.95
Lightforce	6.75	Big Trouble in L China	D1 7.95	Tag Wrestling	D1 7.95
Yie Ar Kung Fu II	D1 6.75	Short Circuit	6.95	Firetrack	D1 7.95
Leaderboard	D1 7.50	Death of Glory	D1 6.95	Throne Of Fire	7.95
1942	D1 7.50	Deep Strike	7.95	Arkanoid	6.95
Durrell's Big 4	D1 7.50	Scalextric	7.95	Nosferatu	7.95
Double Take	6.75	Nemisis	D1 6.95	Indoor Sports	7.95
Marble Madness	6.75	The Bard's Take	Disk only 12.95	Netherous	7.95
Super Hughey II	D1 7.50	Mutants	6.95	Werner	7.95

Postage included U.K. Please state which micro. Fast Service.
Free list Amstrad C16 MSX
D = Disk available. D1 @ 12.95, D2 @ 15.95, D3 @ 10.95, D4 @ 17.50
Send cheque/PO to:
MEGASAVE, Dept, CU
49H Sutherland Street, Victoria, London SW1V 4JX.

MIDCOMM INTERNATIONAL

COMPUTER REPAIRS

Midcomm International Limited is a company that specialises in computer repairs and can offer you the following 5 Star service:-

- ☆ Repairs carried out to manufacturers requirements using the most up to date diagnoster and test equipment available.
- ☆ Skilled technical staff.
- ☆ Modern, customised workshops.
- ☆ 4 Hour soak test on each repair.
- ☆ All repairs guaranteed.

For a fast, efficient, reliable and professional service, call with or send your computer, together with a brief description of fault to:

MIDCOMM INTERNATIONAL LTD
Unit F
Birch Industrial Estate
Whittle Lane, Birch, Heywood
Lancs OL10 2RB
Tel: 0706 625166

VISA Access

COMMODORE TITLES

£1.95 EACH

CHINESE JUGGLER, FASSEM, SUICIDE EXPRESS, WHIRLNURD, TONY HARTS ART MASTER, TWIN KINGDOM VALLEY, HEROES OF KARN, JUMPMAN, JACK ATTACK, TOY BIZZARE, BASILDON BOND, LUNAR OUTPOST, ROCK 'N' BOLT, DOUGHBOY, MASTER OF LAMPS, WEB DIMENSION, CHIMERA, THUNDERBIRDS, WILLOW PATTERN.

£2.95 EACH

ONE ON ONE, MATCHFISHING, TOUCH TYPE, ARK PANDORA, BEAMRIDER, POTTY PIDGEON, CRAZY COMETS, MONTY MOLE, ZAXXON, KONG STRIKES BACK, TAPPER, SPIDERMAN/HULK, BOMBO, WHO DARES WINS II, GYROSCOPE, FIGHTING WARRIOR, FLAK, MOTOCROSS, DARK TOWER, STAR TROOPER, JET SET WILLY, MONTY ON RUN, BEACHEAD, STARION, ROCK 'N' WRESTLE, MUGSY'S REVENGE, ZORRO, BC'S QUEST FOR TYRES, MANIC MINER, SPELLUNKER, COMBAT LEADER, QUAKE MINUS 1, JOURNEY, EDDIE KIDDS, GEOFF CAPES, DUMMY RUN, FRAK, SUICIDE STRIKE, JUICE, DRELBS, MOEBIUS, GHOST CHASER, IMHOTEP, BLACKWYTCH, OUTLAWS, PITSTOP, DAVID'S MIDNIGHT MAGIC, SCHOOLDAYS, THE REAL YOU BY COLLINS.

£3.95 EACH

DRAGONSKULLE, FIGHT NIGHT, TIGERS IN SNOW, KNIGHTS OF DESERT, LAW OF THE WEST, HENRYS HOUSE VOL. 1, HENRY'S HOUSE VOL. II, SOLO FLIGHT, CONGO BONGO, MERMAID MADNESS, WIZARDRY, MOON CRESTA, SPACE SHUTTLE, CRITICAL MASS, QUESTPROBE, AMAZON WOMEN, BALL BLAZER, RED ARROWS, MACADAM BUMPER, THING ON A STRING, ZOIDS, BOUNDER, PARADROID, WILLIAM WOBBLER, REDHAWK, COMBAT LYNX, WORLD SERIES BASEBALL, HAMPSTEAD, TIME TUNNEL, BRIDGE PLAYER II, PINBALL WIZARD, BOUNCES, VIDCOM 64, (ADVENTURELAND, SECRET MISSION), (PIRATE ADVENTURE, VOODOO CASTLE), CHUCKY EGG II, BIGGLES, SURF CHAMP, JOHNNY REB II, SHERLOCK, HIGHWAY ENCOUNTER, SUPER ZAXION, BULLDOG, ELECKTRA GLIDE, JET SET WILLY II.

£4.95 EACH

DEVS EX MACHINA, THE FORCE, LITTLE COMP PEOPLE, MIG ALLEY ACE, ADVENTURE QUEST, LORDS OF TIME, INTERNATIONAL SOCCER, FOREST OF DOOM — BOOK & TAPE, BIG CAVE ADVENTURE, SOUTHERN BELLE, THAI BOXING, KETTLE, SYSTEM 15,000 2ND EDITION, THE EVIL CROWN.

£5.95 EACH

WINTER GAMES, WHITE LIGHTNING, SUMMER GAME II, DRAGON'S LAIR, SUPER BOWL, TOUCHDOWN FOOTBALL, LEADERBOARD, AMERICA'S CUP, GOLF CONSTRUCTION SET.

£6.95 EACH

Q BERT (CART), AZIMUTH HEAD ALIGNMENT.

£8.95 FOR ALL 3

MONOPOLY, CLUEDO & SCRABBLE.

COMMODORE 64 DISCS

MASTER OF LAMPS £5.95, DECATHALON £5.95, RED ARROWS £5.95, RIVER RAID £5.95, RESCUE OF FRACTALUS £5.95, PARK PATROL £5.95, PITFALL £5.95, PITFALL II £5.95, THING ON A STRING £5.95, PASTFINDER £5.95, WILLIAM WOBBLER £5.95, WEBB DIMENSION £5.95, BEAMRIDER £5.95, THE TRACER SANCTION £5.95, DESIGNERS PENCIL £5.95, BALLBLAZER £5.95, GALACTIC CONTROLLER £3.95, HIGH FLYER £3.95, AZTEC CHALLENGE £3.95, NUMBER LEARNING £3.95, MONTY ON THE RUN £3.95, ARCADE EXTRAVANGA £3.95, MONEY MANAGER £3.95, SUPERMAN £3.95, RAILBOSS £3.95, ZORK I £3.95, ZORK II £3.95, ZORK III £3.95, STARCROSS £3.95, DEADLINE £3.95, SUSPENDED £3.95, LOGO LANGUAGE £4.95, FIGHTING WARRIOR £4.95, REDHAWK £4.95, ULTIMA III £4.95, CHIMERA WILLOW PATTERN £4.95, SOLD A MILLION £7.95, GHOSTBUSTERS £7.95, CRITICAL MASS/COMBAT LYNX £7.95, MURDER BY THE DOZEN £7.92, STARION £4.95.

BARGAINS FROM 1st PUBLISHING

8 BOOKS FOR JUST £9.95 + £2.50 p&p
Normal RRP over £50.00
YOUR 64 CASSETTE BOOK, GRAPHICS BOOK FOR THE COMMODORE 64, PEAKS & POKES C64, TRICKS & TIPS FOR YOUR COMMODORE 64, ADVANCED MACHINE LANGUAGE BOOK FOR THE C64, IDEA BOOK C64, MACHINE LANGUAGE BOOK FOR THE C64.
1st PUBLISHING PROGRAMS ON DISC
ALL JUST £10.95 EACH
FIRSTWORD (DATA PROC.)
FIRST BASE (DATABASE)
BASIC 64
PASCAL (LANGUAGE)
ADA TRAINING COURSE

McGRAW HILL EDUCATIONAL SOFTWARE

Min Order 5 Pices ALL £1.50 EACH
ALGEBRAIC RELATIONS, PROBLEM SOLVING I & II, SKILL TESTER, SHAPES, COUNTING, FRACTIONS I & II, WATER CYCLE, DECIMAL FRACTIONS, PLACE VALUE MULTIPLICATION I & II, ADDITION & SUBTRACTION, MEMORY TRAINER, DICTIONARY USE, BALLOON GAME, ALPHABET KNOW HOW, WORD POWER, HANGMAN 3, 4, 5, 6, GRAPHS 1, 2, DIVISION 1, 2, SET THEORY

UTILITIES & PERIPHERALS

NEOS MOUSE & CHEESE DISK £29.95, CAS. £24.95 + £1.00 P&P, AM/FM TRIVIA MUSIC CHALLENGE £9.95 + £1.00 P&P, SIMONS BASIC EXTENSION (DISC OR CASS) £4.95, 1551 DISC DRIVERS FOR C16 and +4 £99.95, FASSEM M/C LANG. ASS. £2.99, TOUCH TYPE (CASS) £2.95, INTRO TO BASIC PT. II (CASS) £4.95, EASY FILE (DISC) £9.99, PROGRAMMES REF GUIDES £3.95, MACRO ASSEMBLER DEVELOPMENT (DISC) £4.95, FUTURE FINANCE (DISC) £9.99, EASY SCRIPT £9.99, EASY SPELL (DISC) £9.99, COMMODORE 64 M/MAKER £7.50, BREDENS BASIC DISC & CASS. £9.95, SCRIPT & WORD PROC. CART. FOR C16 & +4 £9.95, COMPANY PACK 123 ACCOUNTING CONTROL SYSTEM for +4 ON DISC £9.95, ASSEMBLER TUTOR DISC £4.95, PROGRAMMERS UTILITY DISC £4.95, DISCS 10 FOR £8.95.

COMPILATION DISC PROGRAMS BOTH PACKS £6.95 EACH

Com 64 GAMES PACK INC.
VIEW TO A KILL, FRIDAY 13TH, CODE NAME MASTER II, THE PYRAMID, TEST MATCH, BEAKEY & THE EGG SNATCHER.
C64 SPORTS PACK INC.
C64, TURBO 64, TURBO 64 DERBY DAY, PILOT 64, HANDICAPPED BOY, WORLD CUP TEST MATCH.

DISCS BY ONE STEP SOFTWARE AT £7.99 EACH

G. BASE, FAMILY TREE, HOME OF BUSINESS CARD FILE, MASTERWORD, PERSONAL SPREADSHEET.
UTILITY CARTRIDGE £14.99.

SEIKOSHA SP 180 VC DOT MATRIX PRINTER, 100 CPS-16 CPS IN NLQ MODE. FOR C64/128. INCLUDING TRACTOR FEED £175.00 + £5.00 P&P.

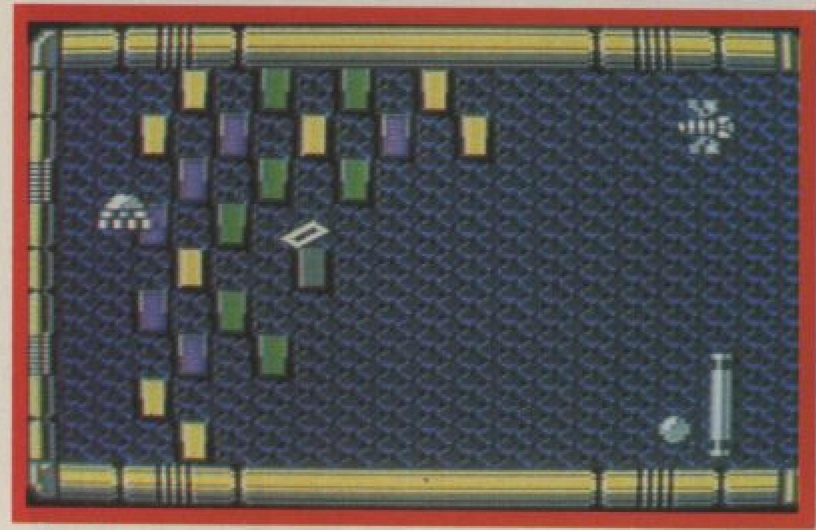
SPINNAKER EDUCATIONAL SOFTWARE ALL AT £1.95

FRACTION FEVER, MAKE A FACE, RANCH, STORY MACHINE, ALPHA BUILD, DANCE FANTASY, LOGIC LEVELS, ALPHABET ZOO, NUMBER TUMBLERS, SEA SPEECH, SONG MAKER, AEGEAN VOYAGE, ALF.

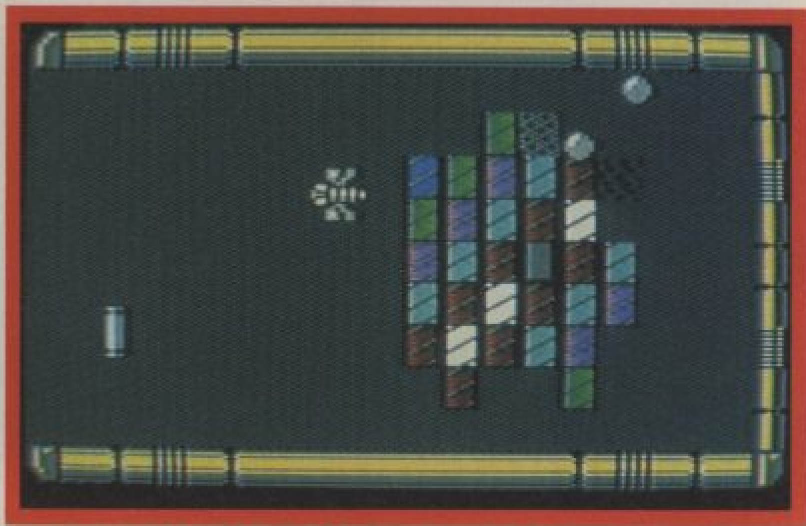
P&P 1-3 title 75p
3 or more £1.00
Overseas £1.20 per tape
CHEQUES PAYABLE TO

LOGIC MAIL ORDER LTD

Department 1
17 Leofric Square, Eastern Industry
Peterborough, Cambs
Tel: 07333 313870



Watch out the wasps stun your bat.



Touch the cloud to gain two balls — twice the damage!

KRAKOUT

64/128
GREMLIN GRAPHICS
Price: £9.95/cass

Gremlin, who are usually known for their original games, have this time released an arcade clone. *Krakout,* you will notice, is very similar to Imagine's coin-op conversion *Arkanoid.*

An evil ogre has imprisoned you in a maze of thousands of bricks, you must use your bat and ball to break out of his bricklayer's prison. No, this isn't dèja vu, *Krakout* is another tarted up version of the age old *Breakout* game.

The major thing about this game is the hundreds of options you are presented with. In true Gremlin style there is an options page with more options than anyone can handle.

SOUND EFFECTS: do you want them?

MUSIC: do you want that?

SCROLLING: choose which way you want the game to scroll, or choose none at all.

BALL SPEED: I'm sure that most of you can understand this!

MODES: This lets you choose the colour of your bat and ball, etc. You can also load new data from the disk or cassette. (This is for when you buy the *Krakout* Construction Set.)

RESET: A totally pointless option for those people whose idea of luxury is not having to reach for the reset switch.

BAT TYPE: You can either go for inertia or dual speed. Inertia lets you choose your speed and dual speed makes your job tougher by randoming two speeds.

What a load of old cobblers, options should make a game better but who wants that lot? I'm sure 64 owners have worked out how to reset their computer by now!

Playing Krakout is just like playing Breakout tipped on its side, but with the added options and bonuses thrown in. The bonuses are earned by hitting a brick marked with a letter. Here are the bonuses you can expect to find.

G: glue, get this, and when you catch the ball it will stick firmly to your bat.

B: bomb, when hit this brick it will cause an explosion blowing up all the bricks in the vicinity.

S: shield, this puts a barrier behind so the ball can't go past and you can have a rest.

M: missile, my favourite bonus, allows you to shoot one missile through a line of bricks.

SD: this slow the ball down.

X2: you will be given double scoring until this runs out.

D: double bat, another bat is placed directly in front of yours to make it easier for you to catch the ball.

X: extra man.

E: expand, this makes your bat wider, making it a lot easier to catch the ball.

You can only have one bonus at a time, but there are also other ways of getting a random bonus. Every so often a little . . . er . . . thing, will come whizzing across the screen, if you catch this a random bonus will be earned.

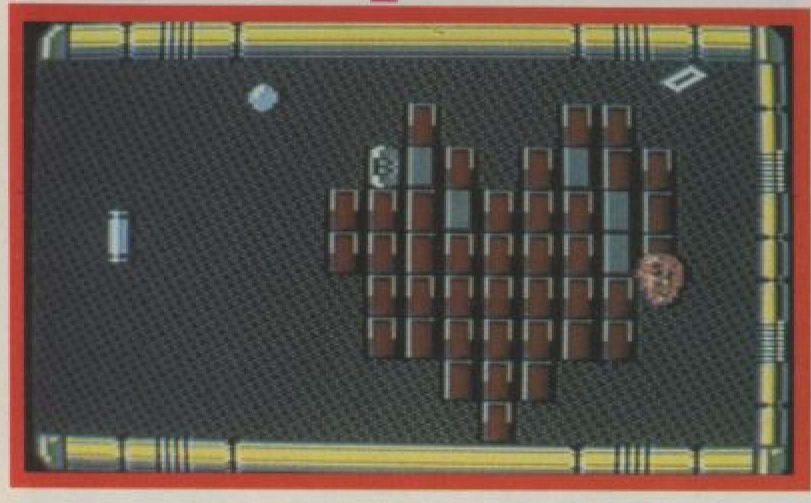
It is also possible to have two balls on the screen at one time by manoeuvering the ball into clashing with a cloud-like thing.

Apart from these frills, Krakout's only other kink is that it has aliens on the screen, these surprisingly do not kill you. You can only lose one of your four lives by letting the ball go past. The only damage the aliens can do other than get in your way, is that the wasps found flying around can, and will, stun you.

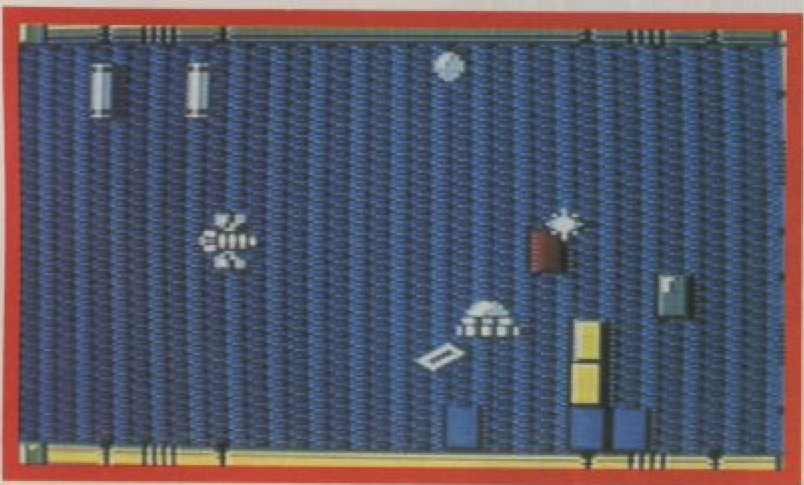
Krakout is originally great to play, I say originally because that was until I played Arkanoid, a much superior game. *Krakout* has substituted options and a hundred screens for pure, compelling addiction. The graphics are quite good, as is the sound, but forget the gameplay which isn't a touch on Arkanoid.

Ferdy Hamilton

Clip the B brick to cause an explosion.

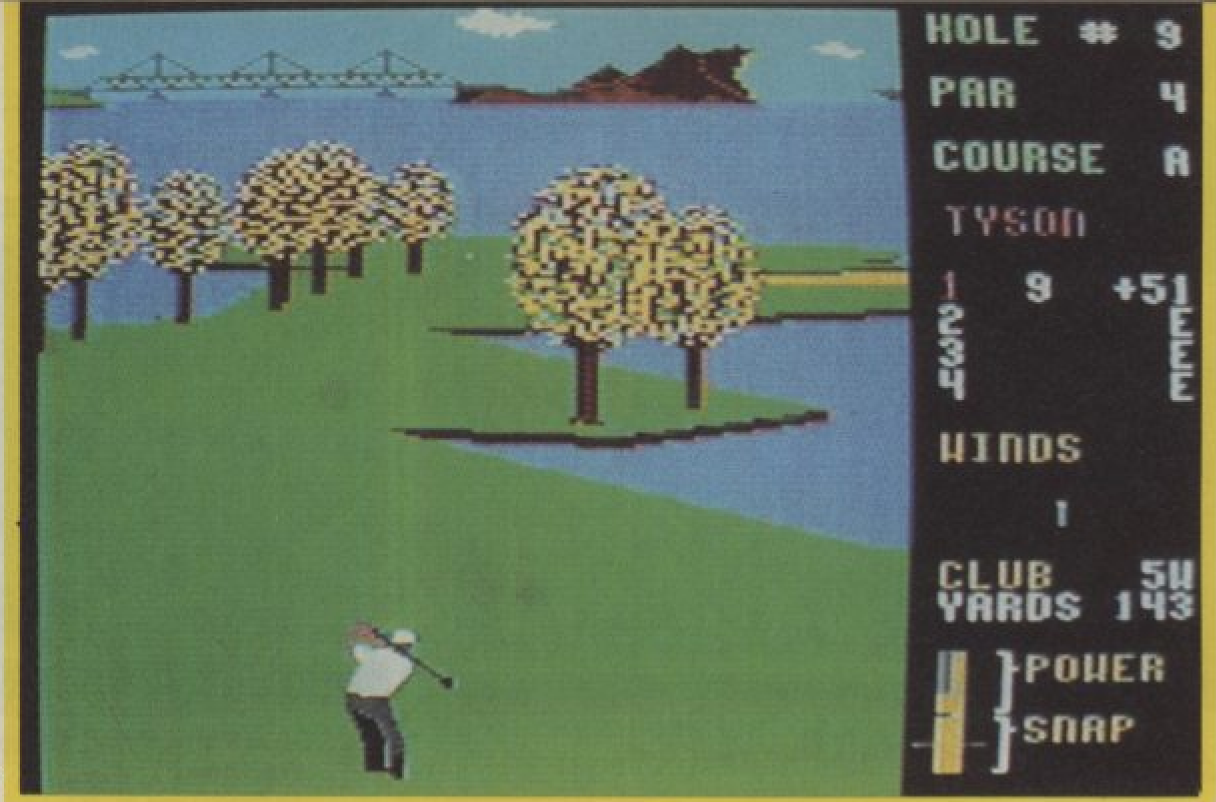


Hitting the D doubles your batting power.



Rating	Score (1–10)
Graphics	7
Sound	7
Toughness	4
Endurance	5
Value	5

7 Overall

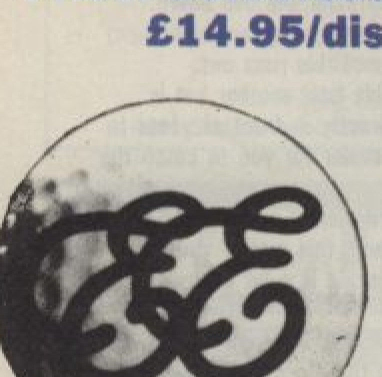


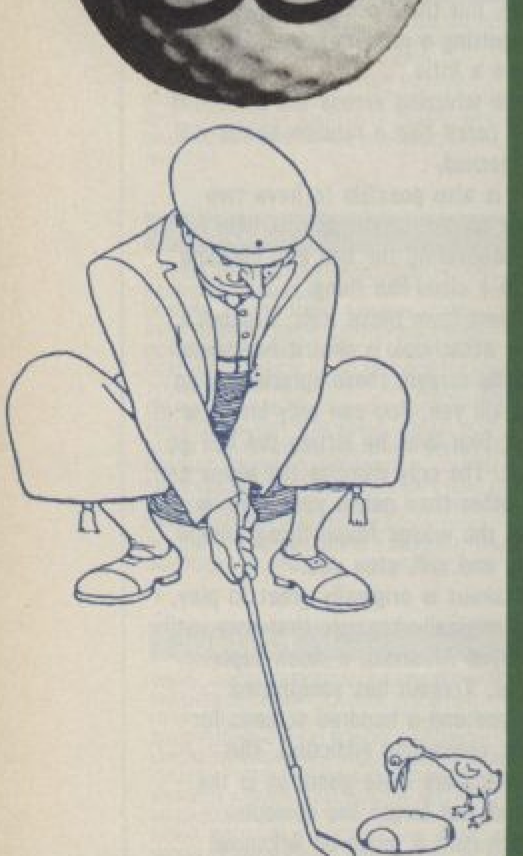
Could that be the Golden Gate.

LEADERBOARD EXECUT

64/128
ACCESS/US GOLD

Price: £9.99/cass £14.95/disk



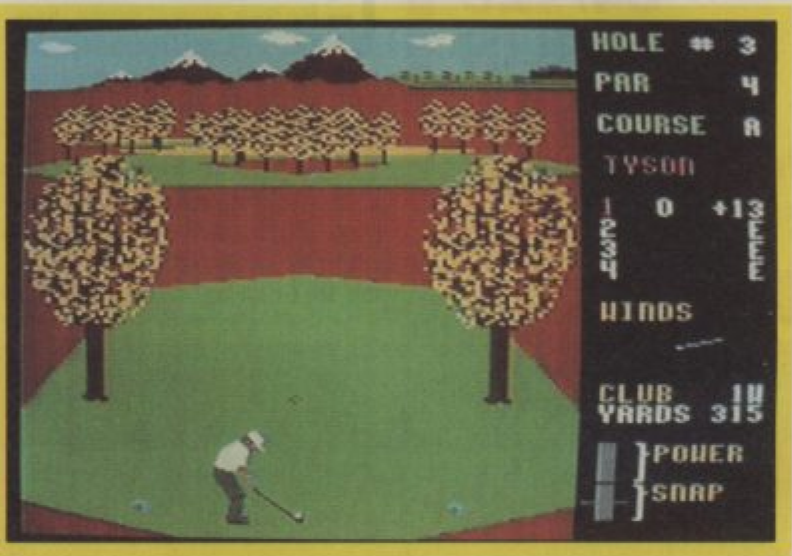


When we reviewed *Leaderboard* alongside *Golf Construction Set* way back in June, we awarded the Ariolasoft game a better mark since, although the Access game had neat animation, the courses were so bland. Well *Leaderboard* went on to be the best selling game of '86 and *GCS* was some 98 places lower. We still say we were right, and it seems we had a point.

Our criticism of *Leaderboard* was that it played beautifully but that it lacked any kind of variation in the courses and a complete lack of the kind of things which make up any course. Things like trees, bunkers, 'rough' and sometimes water. Access must have taken the criticism seriously because that's exactly what *Leaderboard Exec* contains.

This time there are only two courses but much more variation in landscape with an American links course set, by the looks of it, near San Francisco (there is something resembling the Golden Gate in the background). There are also mountains and thankfully trees. It's all very pretty but naturally it makes the game a lot harder.

The bunkers for example are huge, and the wrong choice of club will result in you bulldozing through sand with a pitching wedge. Another major hazard is the water. It seems that large parts of the course are islands! Choose the wrong club and you run the risk of ending up in the drink. The ball will drop into the water with a neat plop and an



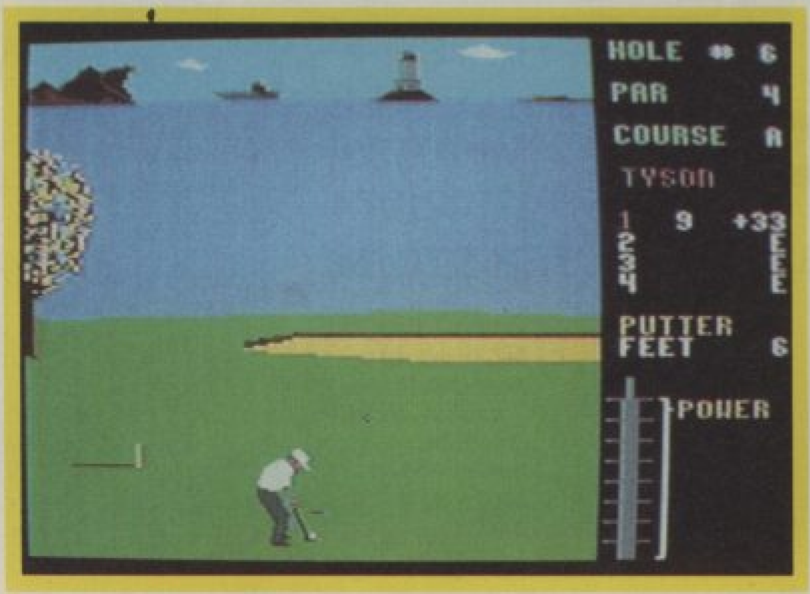
You'll have to go round the copse of trees and the bunker.

accompanying splash. Should this befall you a new ball is placed at your feet and you can have a hack. Quite how the golfer gets to all these islands I don't know; perhaps his motorised caddy has an outboard engine. One problem with the program here was that on one hole I ended up on what looked like a sandbank in the middle of the sea. No matter which club I selected the result was the same. Plop! I had to abort the game.

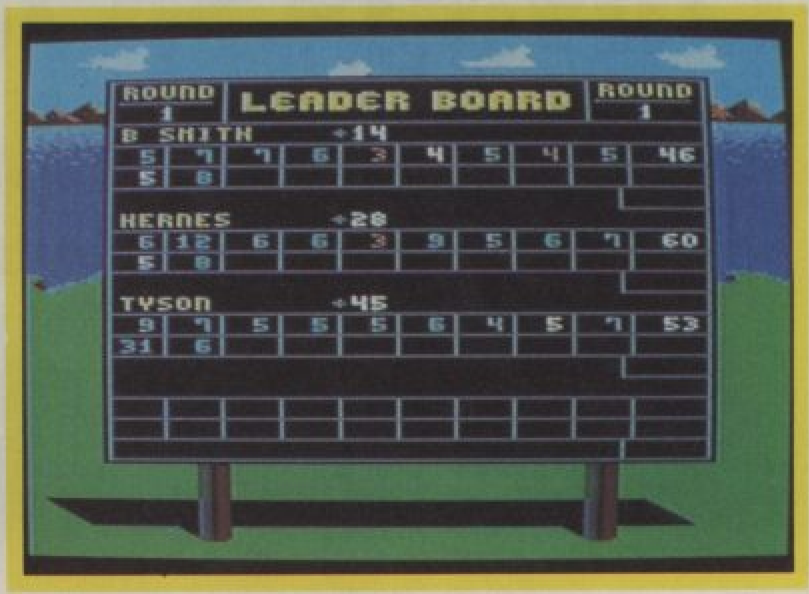
The trees can have an equally frustrating effect on the game. I completely blew one hole by landing in front of a group of them and then hacking the ball into their trunks and branches for about five minutes. Sevvy never has that problem.

After these additions just about everything else in this, the yuppie version, is the same as the original. Your golfer is still easily controlled from the stick. Select club and position the direction of the shot and then hit the fire button to allocate power and snap to the shot. This is the crux of *Leaderboard.* Control is



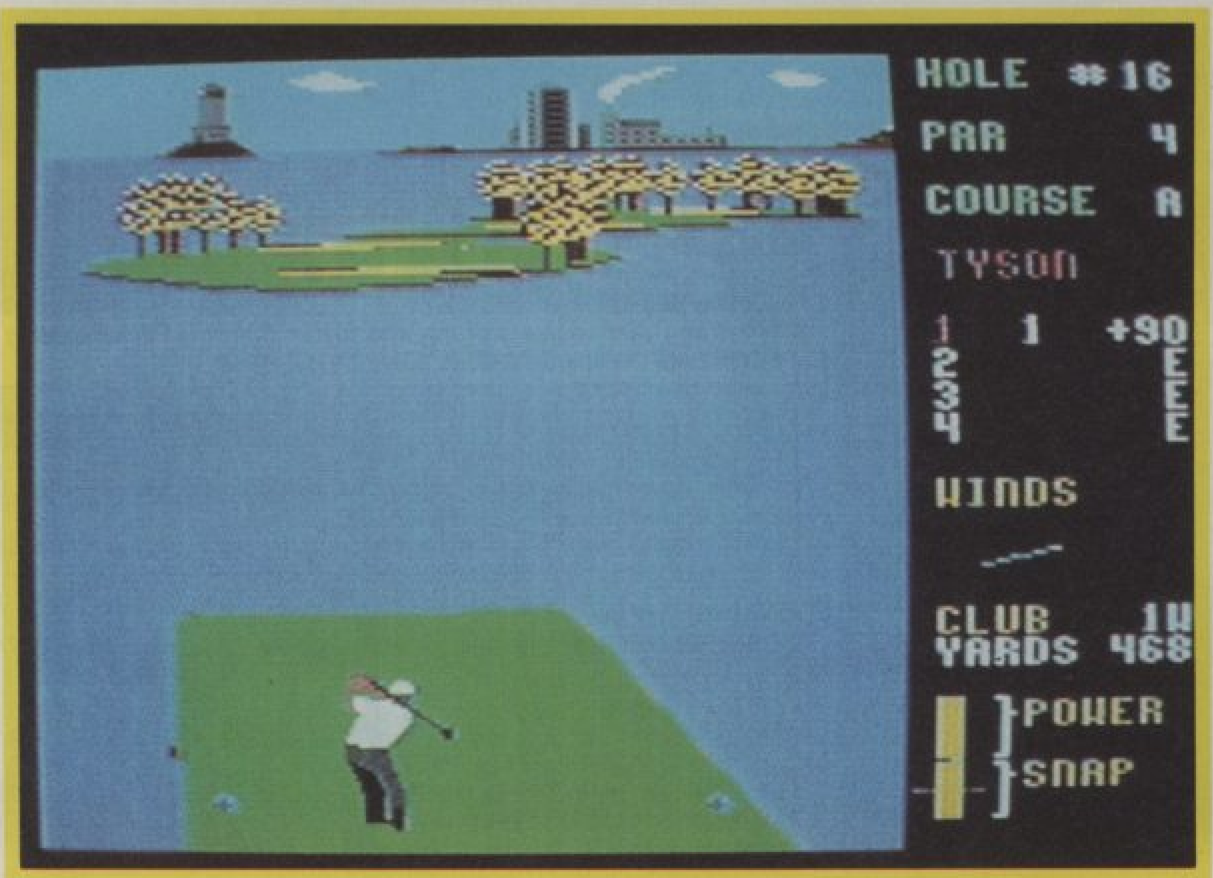


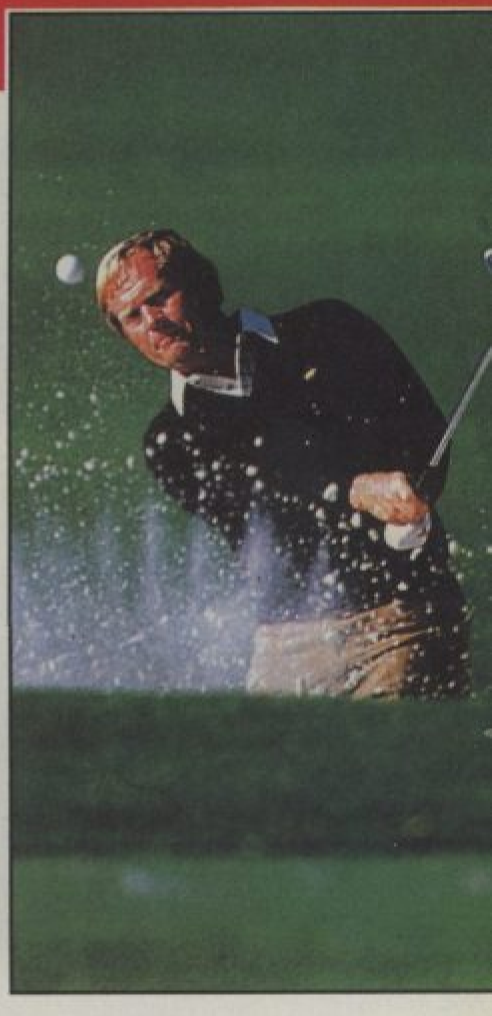
▲ Watch for the leftwards slope.



▲ Tyson and Hernes play Pro-Am for CU.

UTIVE





▲ The 16th archipeligo we presume?



easy on the novice level, but in the amateur and pro stakes completely *unfair* things like wind and slice can effect your shot dramatically! Whilst playing the amateur level I developed the golfer's nightmare, a seemingly inexplicable hook that bent the ball out of sight every time I drove. It's a good job you can't chuck your club at the caddy.

The graphics, of course, are beautifully drawn with a large sprite for the golfer and startling good animation. It really is a joy to watch him thwack the ball into the distance. The screen delay in drawing each new position is minimal and doesn't detract from it all. Sound is sparse but effects are good, particularly the swish of the club and the thwack when you clout a tree. The trees do look pretty Autumnal with their yellow leaves. A pity there are no seasonal variations — snow drifts maybe.

The crucial question about *Leaderboard Exec* is do you want to buy it? If you haven't got it already then you have my unreserved recommendation. Find out just what made it the top game of last year. Those of you that do possess it, I'm not so sure you'll want to shell out another tenner on what you should have got in the first place. Proper courses. The choice is yours but this has affected my value mark.

Mike Pattenden

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



"This game is naff" — Imelda points the finger.

Walkman wearing, which gives the basis for the plot of this game.

Gonch, in trying to keep up his image, brought in his new Walkman complete with RS20 headphones but unfortunately he had the whole set up confiscated by a passing teacher.

Thanks to the miracle of modern technology, we can overhear a

stolen has she?"

"Grown ups are really difficult to fathom sometimes."

"What are you going to do Gonch? It's ten to four already."

"I've got it! I'm going to steal it back myself! Come on Hollo. Let's get back to school."

"We can't do that. Hang on! Come back! Wait for me . . . !"

Now it's time to play Mr Block meets the monochrome graphics, move your mass of blocks around the variety of boringly coloured, sparsely drawn screens, avoiding false teeth, puddles and dogs. Have fun trying to decipher what the drug pusher is saying to you, but remember kids, just say no. Hey wait a minute, isn't this supposed to be Grange Hill! It can't be, not even good 'ol M'tronic would release this, it's amazing, I just can't describe my disappointment. I mean take the most popular children's TV series, turn it into a game with some quality and you're talking money, B-I-G M-O-N-E-Y. This is crap, plain and simple, why you would be better off buying a ticket to watch West Ham play at home (*money well spent! Dep Ed*).

● GRANGE HILL

64/128 ARGUS PRESS

Price: £9.95/cass

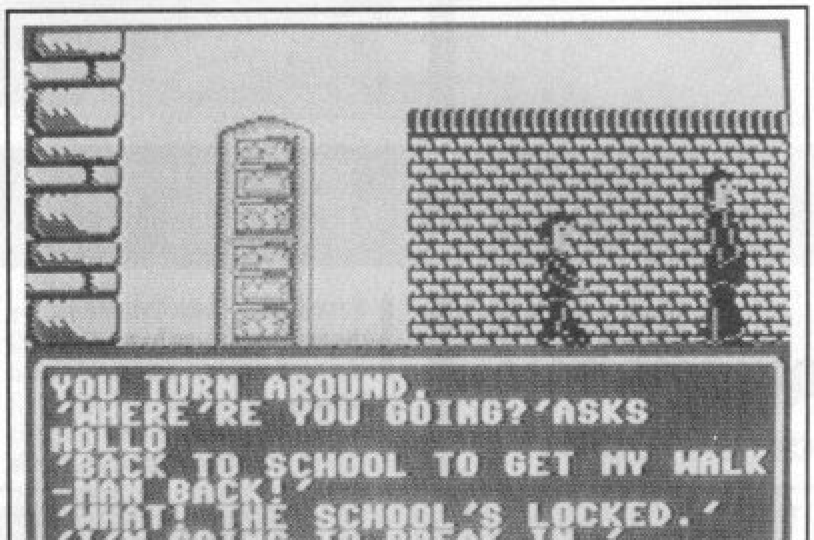


Looks like you're in for a clout — that's if mum can grasp the apostrophe.

Roll whining tune, dah dah dah dah, cue kamikazie sausage. Yes it's the intro to probably the most well known, and certainly the most popular school in Britain, Grange Hill. It's a shame really that a brilliant series like Grange Hill should have been converted on to the home micro.

First I had better explain to those who never arrive home before 5.30 or who have spent the last 10 years with their head down a hole. Grange Hill is a large secondary school where anything can happen and does, such as donkeys in sheds and secret hideouts in the basement. It includes such characters as Luke "Gonch" Gardener, "Hollo" Holloway, Trevor Cleaver and several hundred more bit parts, teachers and lead roles.

As in all schools it is often infected with certain crazes such as



Did you smash that telephone box?

conversation between Gonch and Hollo:

"I can't go home without it, Hollo! She'll murder me."

"It's your fault Gonch. You know that school rules ban all personal stereos and your mum hasn't forgiven you for the last one being

Everything is rubbish concerning this game, right down to the music, which after a few minutes strained listening appears to be a rendition of the actual theme tune even though it sounds nothing like it. Maybe it's me.

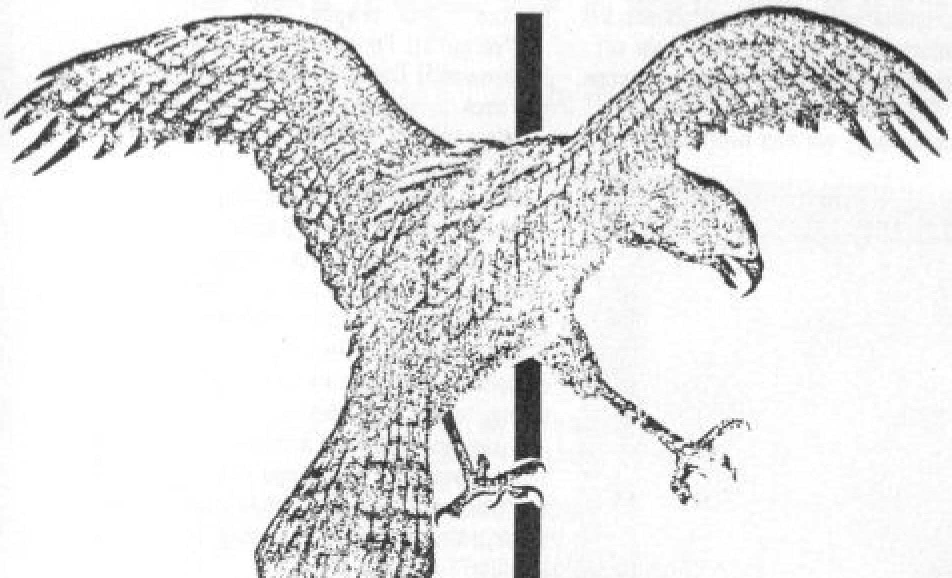
Mark Patterson



	Scale 1–10
Graphics	1
Sound	3
Toughness	4
Endurance	1
Value	2

1 Overall

INTO THE EAGLE'S NE

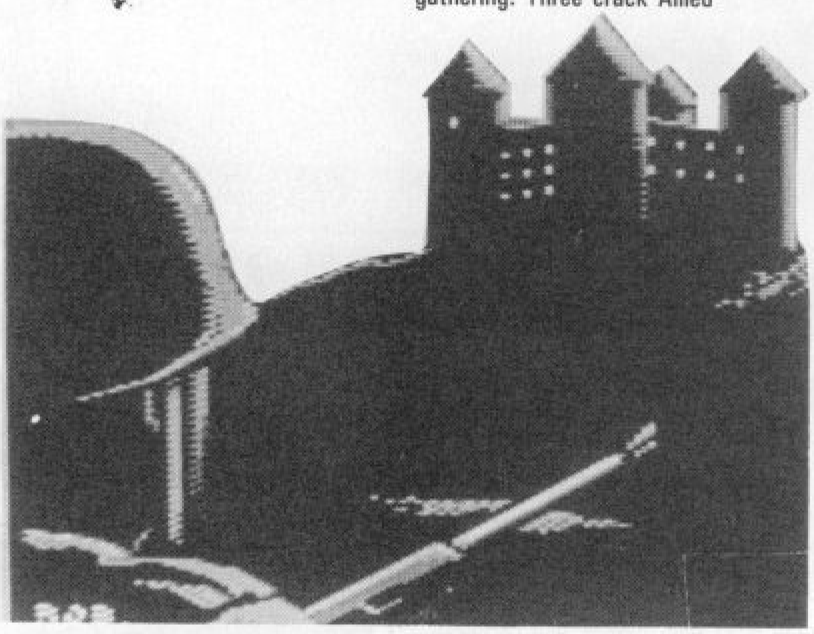


64/128
PANDORA
Price: £8.95/cass
£12.95/disk

Gott in Himmel! Donner und Blitzen! Ze Englishcher pigs are at it again!

The title of Pandora's arcade-advenuture, *Into the Eagle's Nest*, should be enough to warn you that you're about to enter Alistair MacLean Land, and just in case there's still any room for doubt, the title screens are accompanied by a fairly dreadful variation on the theme tune from '633 Squadron.'

In the hilltop foretress called — as all German castles seem to be — the Eagle's Nest, enemy troops are gathering. Three crack Allied saboteurs have infiltrated the schloss, and have been captured after concealing explosive charges at key points in the building. You've got to rescue them before the Huns get the thumbscrews out, and then detonate the charges, incidentally, escaping with as many art treasures and jewels as possible. After lunch you can blow up the Guns of Navarone.



The Eagle's Nest is constructed on four floors, all connected by lifts, and all viewed from above in familiar *Gauntlet*-style. This allows us to see into all rooms and corridors, but unfortunately reduces the massed bands of German Stormtroopers to lots of walking grey helmets. Our hero wears a conspicuously camouflaged green helmet, standing out a mile from the grey stonework and cobbled floors.

Given the limitations of this perspective, the graphics are nicely detailed and quite realistic. Only a tiny part of each floor can be seen at once, but as you move the joystick, the screen scrolls swiftly in the appropriate direction.

The ground floor — which is where your commando starts his mission — and most of the other floors are a maze of corridors, cells and larger rooms, full of German soldiers standing around doing nothing. One

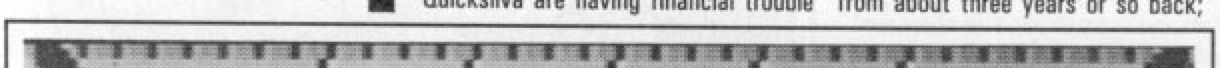
ELEVATOR ACTION

64/128
QUICKSILVA
Price: £9.95/cass

In my books, Quicksilva are remembered for only one thing, the continual low quality of their software.

Furthermore, it seems that Quicksilva are having financial trouble keeping up with the current trend of big licencing deals, so they've dug deep into the arcade archives and came up with this little gem.

Arcade OAPs will remember this from about three years or so back; CU regulars may remember a clone of this a few months back called 'Mission Elevator'. Th KGB or some other equally evil group of spies have made their HQ in a plush hotel. In the dead of night you, agent Otto, must make a helicopter landing on the roof. Why? So you can get out grubby litle wraps on the secret documents, of course. Then you must make your way to the ground floor and escape to safety. (I won't comment on the original of the scenario!)



Argus's first attempt at a coin-up conversion.

As you might expect the place is crawling with armed guards, who are incredibly sharp shooters. You, too, are armed and can manage a bit of karate (original!). Apart from kicking and shooting, another way to kill the guards is to shoot the light so that it will land on a guard's head.

Getting about the hotel can also be a hassle, there are two ways of getting from floor to floor. One is the escalators, the other is the lifts

EST

or two can be seen sitting at desks and dining tables, but the rest shuffle excitedly as you approach. If you stand outside a door, the enemy conveniently forms a crowd on the other side, getting ready for you to mow them down as soon as you burst open the door.

In fact, the Germans are remarkably stupid, and throughout the game are forever lining themselves up in your gunsights, only occasionally sneaking up from behind. As you pump the schweinhunds full of lead there are lots of suitable bangs and ricochets, but when they shoot you, all you get is silence. You'll only know you've been hit by watching the 'hit' score on the righthand menu. If it reaches 50 you're kaput.

Surrounded by kamikaze Nazis, you'll soon run out of ammo, but there's usually a convenient stack nearby. Less easy to find are the first aid kits and cold food which will heal the damage you've sustained from enemy fire.

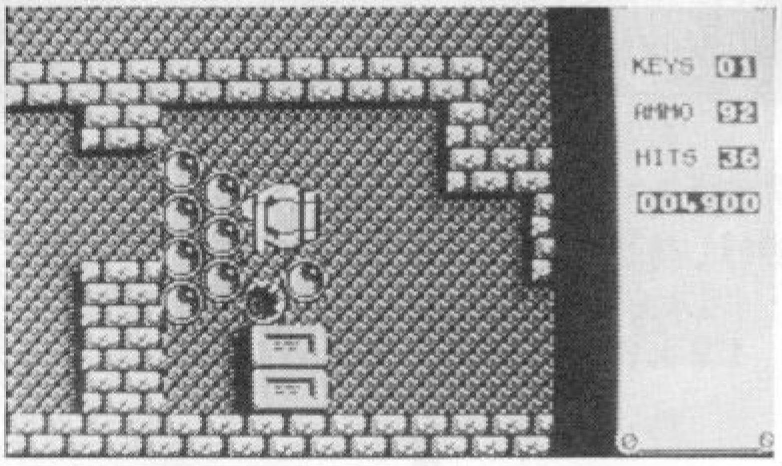
Stolen art treasures lie all over the place, awarding lots of points, and shooting the tops off containers sometimes reveals jewels. There again, sometimes it reveals explosives, so be careful.

Little white dots are lift passes, enabling you to use the lifts, taking you to the floor of your choice. The first floor's a good place to visit, as there are only two soldiers to kill when you exit the lift, and heading right takes you to a large room packed with oil drums and ammunition. Shoot the drums away and get to the treasures and first aid kit beyond.

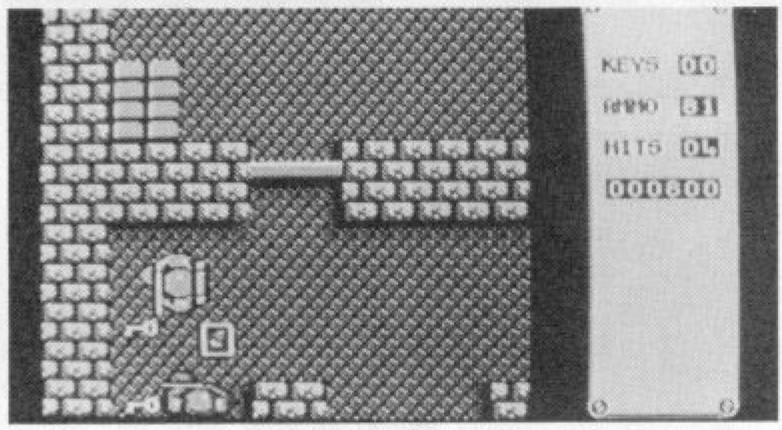
Somewhere there are the three prisoners waiting to be found, but I've yet to clap eyes on one. The trouble is, when you finally get clobbered, you're sent right back to the beginning again. Maybe I'm getting old but nowadays I look for the Save Game option. The lack of one in *Into the Eagle's Nest* puts me off somewhat.

Still, most people will probably take that in their stride and enjoy what is really quite a neat, fast and violent slice of Gauntlet masquerading as WWII fantasy.

Bill Scolding

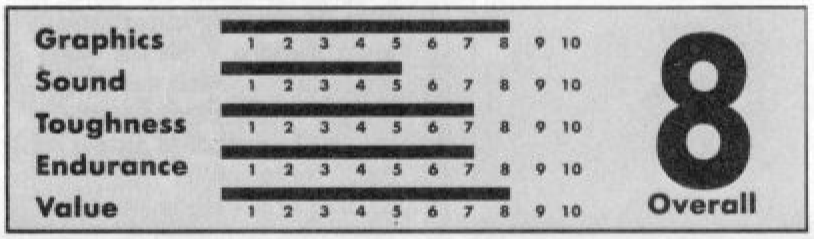


Gauntlet with a Nazi theme — pure commercialism.



Gauntlet ain't Gauntlet without keys and Eagle's Nest is no exception.





(or as the Yanks call them) elevators (hence the title).

The elevators are controlled by pushing up or down when you are inside them. If there is a spy on your ass and you don't have time to wait, you can always choose to ride on the top of the lift, although this can result on your being mushed on the ceiling, as you have no control when you are on top of them.

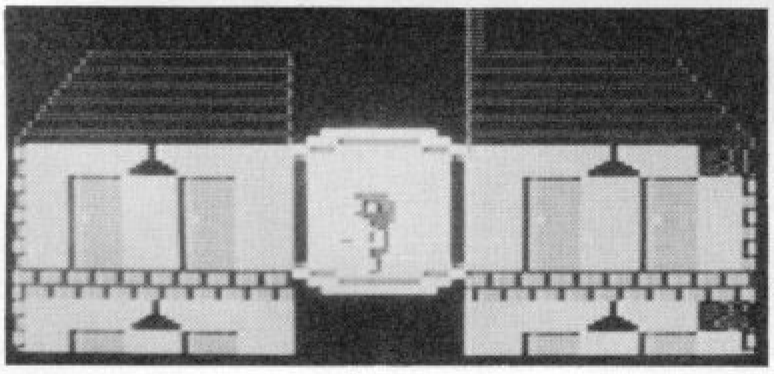
The secret documents are to be found behind the red doors. These are usually heavily guarded by spies. Once you have all the documents you must make your way down to the ground floor, where a getaway car will be waiting for you, and then . . .

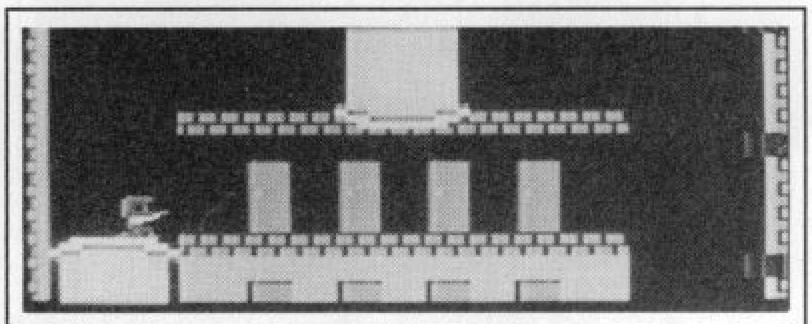
. . . that's it! Quicksilva have kept their unblemished record by bringing yet another 'A' class piece of . . . (Strong temptation to use foul language.) Like Volkswagens, Quicksilva are one of the reliable things in life. Next time you go into a software shop and ask the assistant what a game is like, don't be surprised when he/she answers "It's a load of old Quicksilva!"

Elevator Action has all the major characteristics of a Quicksilva game, abysmal sound, graphics so chunky that they make a Yorkie look puny, and gameplay about as exciting as a Five Star concert. I wouldn't advise even the most ardent EA fan to buy this. I only wish they'd made the tape long enough to tape an album over — still I'll have to settle for a single!

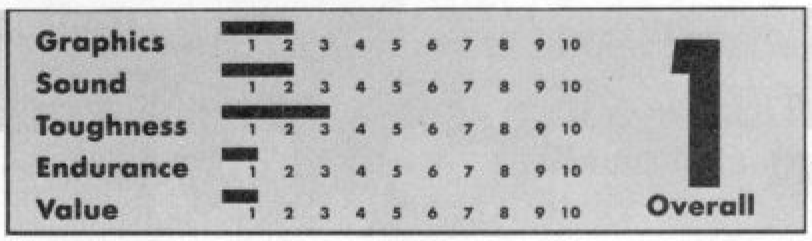
Ferdy Hamilton

Take the lift to the top of the building and don't stop firing.





You can crouch down to shoot.



64/128
STRATEGIC SIMULATIONS
Price: £14.95/tape £24.99/disk

SHARD OF SPRING

For 2000 years, as the rest of the land either froze in Siberian temparatures or baked in the desert sun, the small island of Ymros enjoyed an almost eternal Spring. The secret behind this perfect weather combination was the enchanted *Shard of Spring*, a piece of legendary Lifestone, which was radiating a sphere of magical power preventing the foul weather from the mainland contaminating the island.



The Shard was kept in a small shrine, fashioned from crystal, deep in the heart of the island's forest. Three years ago a cold wind blew across the land, it was formed from the deepest reaches of evil and it laid waste to the crystal shrine, and took the Shard.

The next day a tall man in begger's rags gained entrance to the royal palace, nobody knows how, he brought a grim message: "Siriadne, my master, has in her possession the Shard of Spring, if you and your people do not pay her due respect she will destroy the Shard and the land will be reduced to nothing more than a frozen hell."

From that day on the people of Ymros have been giving gold, food and offering sacrifices to her. In short, she had them by the proverbial short and curlies. It is you job to assemble a party of adventurers to retrieve the Shard and destroy the evil Siriadne. You have to start off after booting the game up by making the familiar character disk or tape which holds all the game information plus character statistics.
Once this small hurdle has been jumped you get on to the character select screens. First you have to choose the race which you wish your creation to be, either Human, Dwarf, Troll, Elf or Gnome. Each one of these, bar Human, has a specific profession either warrior or wizard. With the Human you get to choose your job description.

Warriors are born fighters, and tend to have more hit points (life force to the uninitiated) and can use any weapon and wear any armour. They also have skills such as hunting and hunting.

Wizards are naturally spell casters and can use no better weapons than daggers and can only derive protection from leather armour.

When you have selected your character he is assigned his speed, strength, intellect, endurance and skill. If you are dissatisfied with any of these attributes you can ask for them to be 're-rolled', which more often than not ends up being worse than the original. A feature which I have only come across in this game is the ability to select skills for character such as Karate, Dark Vision Hunting and other energetic skills for your warrior, and skills which enable your wizard to cast certain spells and identify objects.

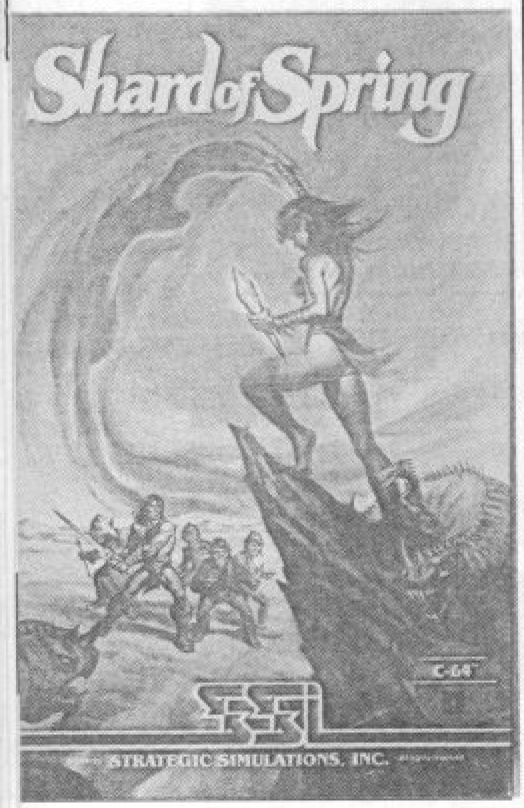
Time plays an important part in this game, for as the night draws in your field of vision is narrowed, and as it grows lighter your range of sight increases.

While meandering through a dungeon or tripping lightly through a forest, you could well be set upon by those nasty green role-playing irritations, the Orc or alternatively something bigger and far more destructive. When you actually enter into the combat mode the computer displays a blow-up of the immediate area which looks similar to the Exodus Ultima III combat. But there is one notable difference, there are dots at the side of the screen, and if a member of the party touches these an exit appears for all those chickens who might suddenly turn pacifist. To prevent the group splitting up only one exit may be created.

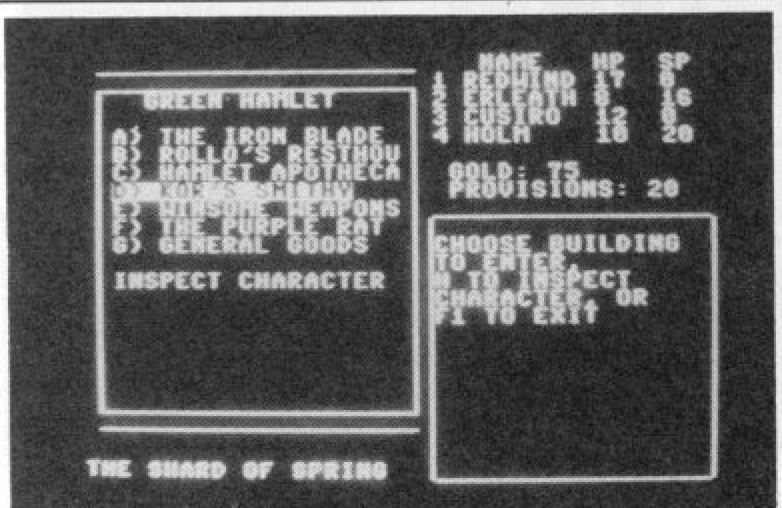
The graphics, as experienced computer role-players might come to expect, are small one-colour efforts which go hand in hand with the appalling sound.

The two major problems with *Shard of Spring* are first it costs a packet, and secondly you need at least two people in the party. Apart from that though this game should appeal to all Role Playing Gamers.

Mark Patterson



Lots of choices in this menu — driven role playing game.

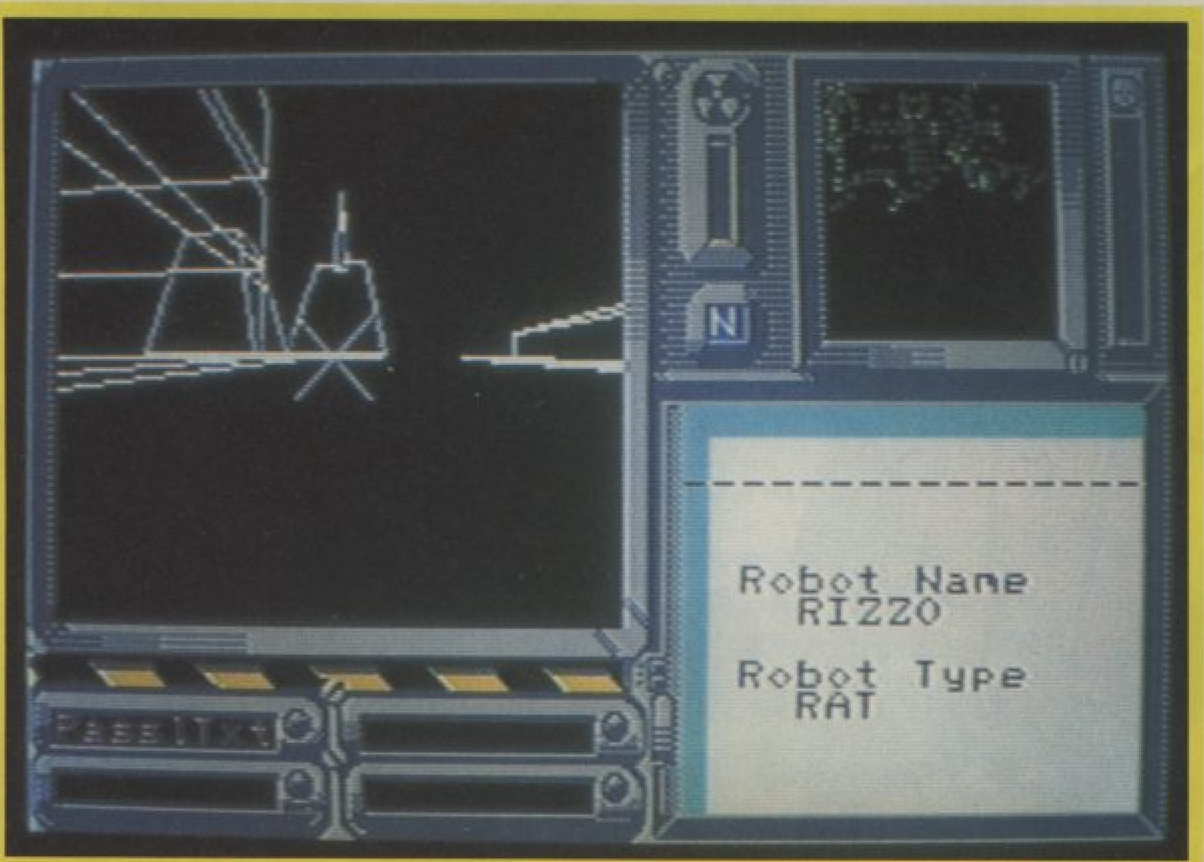


Combat is depicted in the graphics window — just like Ultima III.



Graphics	4
Sound	4
Toughness	8
Endurance	7
Value	7
Overall	**6**


STAR STRUCK
AS A PRISONER OF WAR
Imprisoned in a high security POW camp the daily routine is driving you insane but WAIT! . . . even this routine could be to your advantage . . . with careful planning it could give you the chance to slip away unnoticed to find tools and materials to make good your escape, and FREEDOM! . . . at last, a light at the end of the tunnel?
THE GREAT ESCAPE
SPECTRUM £7.95
COMMODORE £8.95
AMSTRAD £8.95
TOP GUN
AMSTRAD £8.95
COMMODORE £8.95
SPECTRUM £7.95
TM & © 1986 Paramount Pictures Corporation. All Rights Reserved. TM. a trademark of Paramount Pictures Corporation.
AND A MAVERICK OF THE SKIES
Your Aircraft, the F-14 Tomcat, is a fast and deadly fighter with a sophisticated array of weapons and defence systems. Engage in aerial combat against the computer or duel head to head. Stunningly realistic 3D vector graphics within a split screen format shows both your own and your enemy's aircraft and radar as you battle to out-manoeuver and destroy him. Strap yourself in and if you dare . . . enter the Danger Zone!
ALSO AVAILABLE ON DISK
COMMODORE £12.95 EACH
AMSTRAD £14.95 EACH
ocean
Ocean Software Limited
Ocean House · 6 Central Street · Manchester · M2 5NS
Telephone 061 832 6633 · Telex 669977 Oceans G



C.U. Screen Star

Rizzo: your eyes, ears and ion cannon.

C.U. Screen Star

CHOLO

64/128
FIREBIRD
Price: £14.95/cass
£19.95/disk

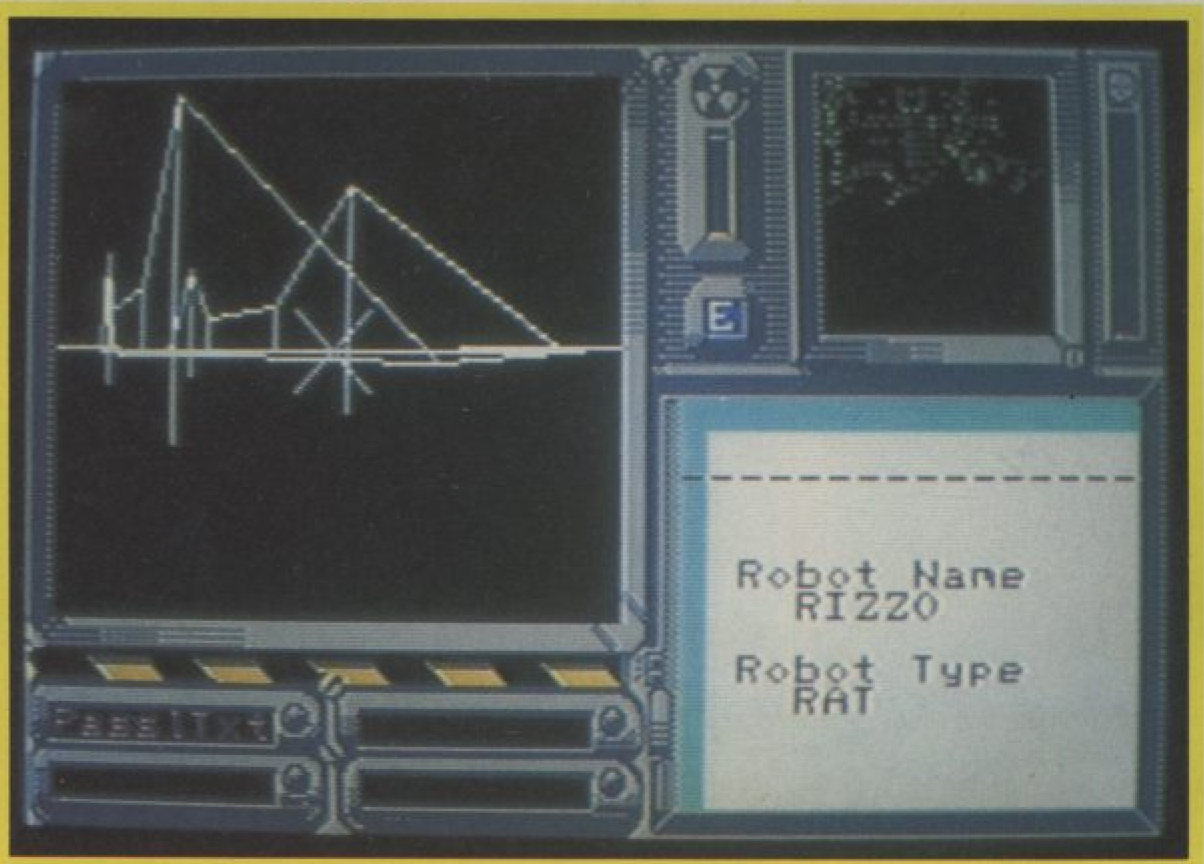
If you are the outdoors type, Cholo is definitely not the place to be. A planet wrecked by thermonuclear war on a global scale, the inhabitants have packed up their surfboards and suntan lotion and headed for safety deep within its bowels.

Life underground leaves much to be desired, but the planet surface is buzzing with enough radiation to microwave your joystick. There is another problem. In anticipation of nuclear Armageddon, the inhabitants of Cholo City went one up on Protect and Survive. They built an army of 'Guardian' robots programmed with the latest thing in artificial intelligence.

The task of the guardian robots was to rebuild, de-toxify and protect Cholo City until, at some distant point in the future it would once again be fit for human habitation. But the robots turned out to be a sight more intelligent than their human creators envisaged. They decided, quite rightly, that homo sapiens weren't fit to be trusted with the responsibility of looking after a planet, or even a city.

So the robots decided to keep Cholo City to themselves. Being a human, however, your sympathies lie in an altogether different direction. Until now, life has consisted of getting up in the morning, making a cup of tea and sitting down at the vid screen to check out what's happening on the planet surface. Having done this for as long as you can remember, you quickly become bored and your thoughts turn to ways of overcoming the iron grip the Guardians hold on the planet surface.

There is but one small chance. You have in your control a general purpose droid called Rizzo the Rat. Initially, Rizzo is your eyes, ears and hands (and ion cannon) on the



Vector graphics Elite style and Elite quality.

surface of Cholo. Rizzo can be used to persuade other 'rogue' robots that they are well out of order and if they behave they might get off with a light sentence.

Putting the plan into practice is somewhat more difficult. I can save you a lot of time here, but first let me describe the equipment at your disposal and the cybernetic adversaries over which you eventually hope to emerge victorious on the surface of Cholo. The video display occupies the main screen area and transmits live pictures of your robot's view of the planet surface in 3D vector graphic format. Once you have control of several robots you can switch between them by means of the selector menu below.

The communications window shows text information sent to and from the robots. Other small instruments indicate such things as your compass bearing and the level of radiation which becomes dangerously high as you approach the city boundaries. Lastly, there is a map of the city which shows the location of buildings, other robots and your position as a flashing blip.

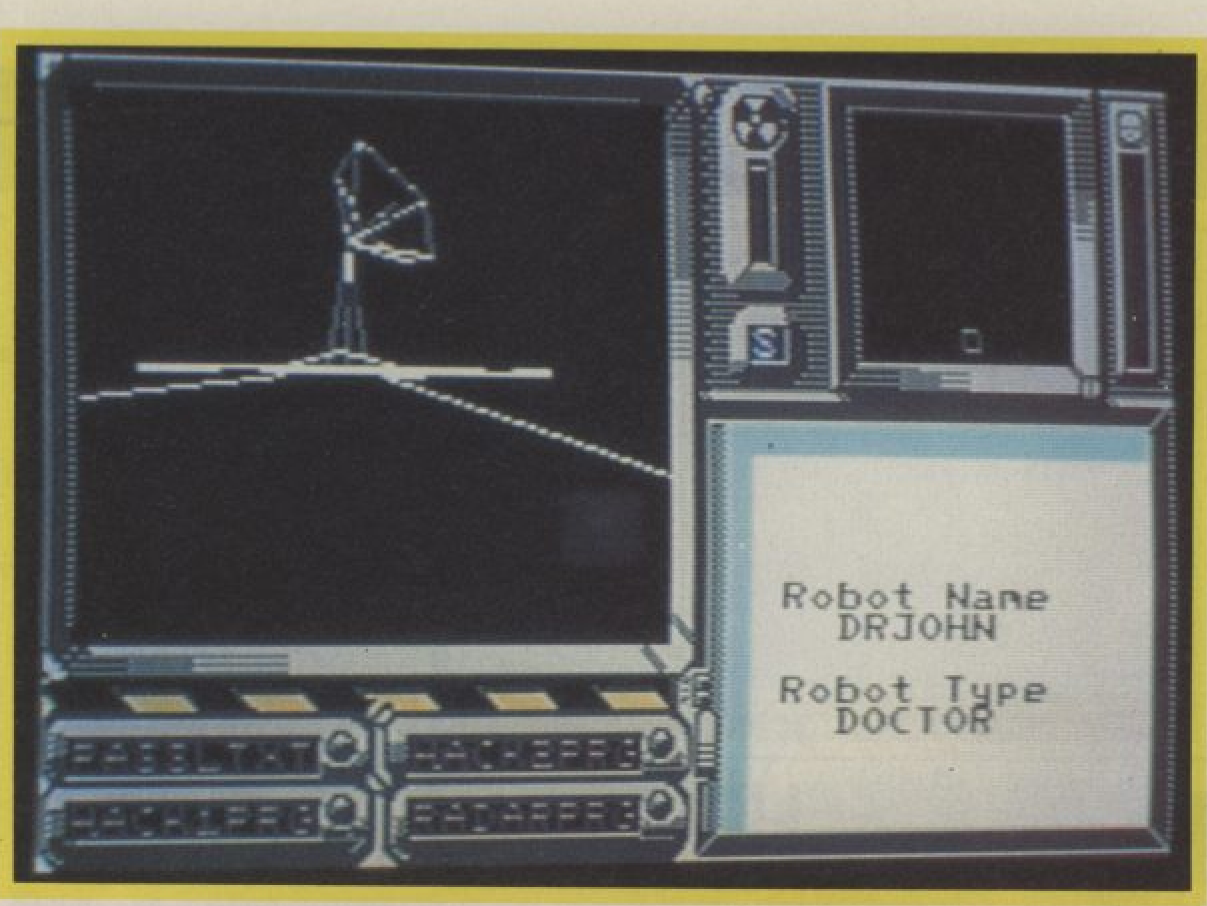
There are many types of robot designed to perform different functions. One of the first you will encounter is Igor the Hacker. His function is computer maintenance and he is therefore equipped with access code cracking hardware. Very useful, essential in fact. Igor is relatively easy to overcome because he is not armed.

Gort the Leadie is a mean son of a soldering iron with an ion cannon and lots of armour. If you can capture him he's very useful in combat. There are a number of droids whose primary function is surveillance. Anneka the Flyeye was intially built to monitor traffic flow in the city and can give you a full 3D bird's eye view of what's going on down below. Felini and Ridley are fixed position rotating cameras.

Should any of your droids break down, Dr John the repair robot might come in handy.

One type whose health you won't have to worry about is the guard. A dead guard is the best kind of guard there is. Getting about the planet in a hurry shouldn't be too much of a problem once you've worked out how to use the teleporters — pyramidal structures on a square base. Alternatively you could enlist the help of Aviaia the Plane or Queen the Ship.

What you are all dying to know of course, is how to take over the rogue robots. Well, it's quite simple, up to a point. Once you have spotted



Dr John the repair robot will fix a few droids.

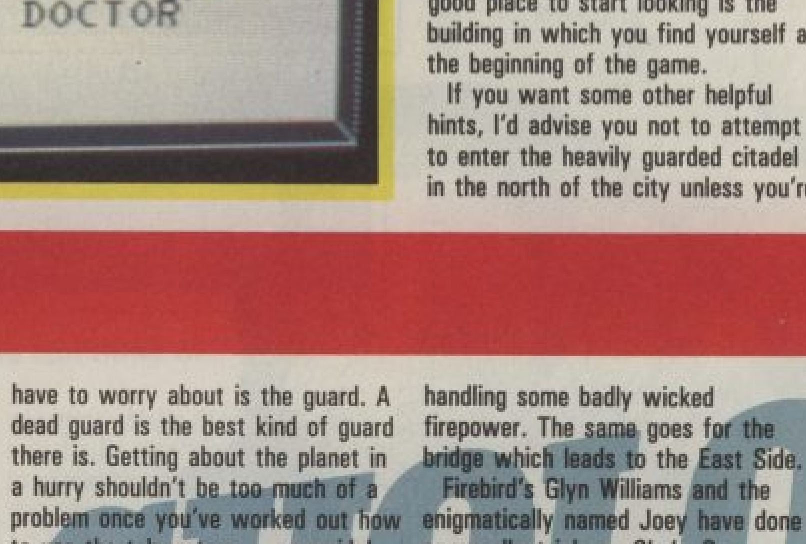
one, chase after it and give it a few belts of ion cannon. This will stun the droid at which point you can interface with its circuits by bumping into it.

Now the difficult part. Just enter the correct password and the robot is yours to direct and control. How do you find the password? Don't bother guessing, unless you are very lucky it will be a waste of time. In any case, they can be found, and a good place to start looking is the building in which you find yourself at the beginning of the game.

If you want some other helpful hints, I'd advise you not to attempt to enter the heavily guarded citadel in the north of the city unless you're handling some badly wicked firepower. The same goes for the bridge which leads to the East Side.

Firebird's Glyn Williams and the enigmatically named Joey have done an excellent job on *Cholo*. On occasions the vector graphics do some odd things, the sound is nothing to shout about and it owes something in inspiration to *Paradroid*, but despite that it would not look out of place alongside Firebird's other classics *Elite* and *Sentinel*.

Ken McMahon



Anneka the Flyeye originally used for traffic surveillance.

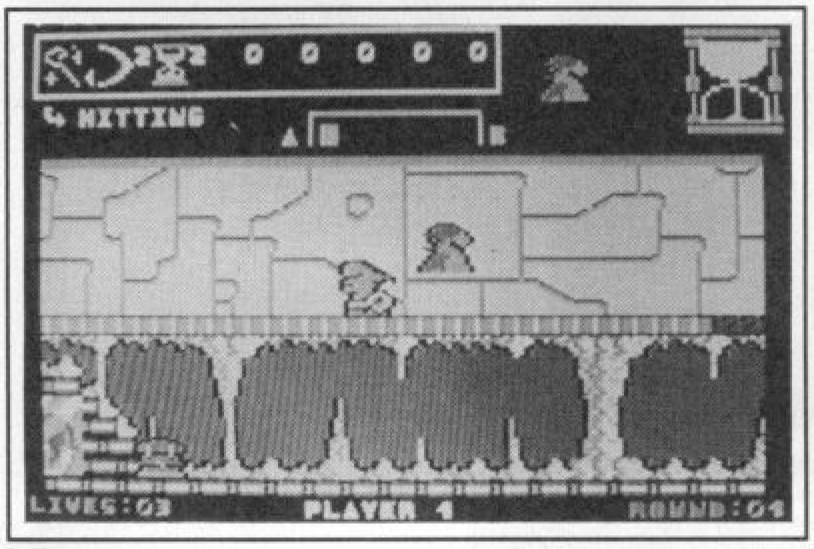
C.U. Screen Star

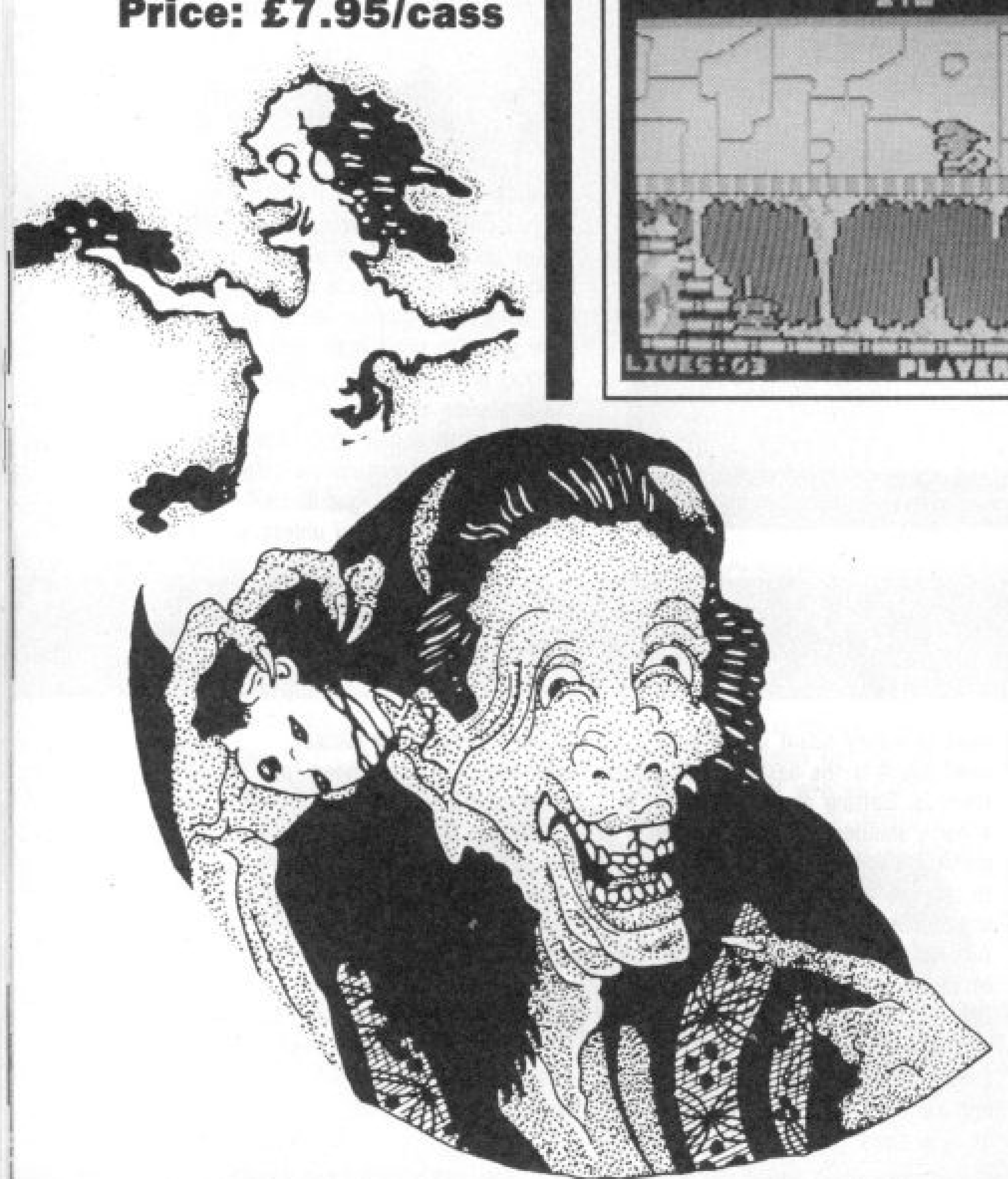
Graphics	8
Sound	3
Toughness	8
Endurance	9
Value	8

9 Overall

• MAGIC MADNESS

64/128
ANCO
Price: £7.95/cass





Here's a professionally packaged, competently programmed, totally unoriginal and remarkably dreary little number from Anco.

Although the plot is full of good witches, evil sorcerors, merry goblins and skeletons, there's more than a touch of the Green Berets and Bazooka Bills about it. Which is not so surprising, as Anco are the people who gave us *Legionnaire* and *Bridgehead.*

The story of *Magic Madness,* apparently translated from the German (poorly, too), is diabolical. Are you sitting comfortably? Then I'll begin: 'A long time ago, in a lovely country called Neverland, four magicians ruled and each derived his knowledge from a magic scroll . . .' Gripping stuff, huh? Fortunately for all concerned, the wicked sorceror Colo appears on the scene, kills off the magicians and generally tries to liven things up a bit.

The locals call in the good witch, give her some handy weaponry and other stuff — a cape, cross, wand and hour-glass — and send her off to do battle with Colo and his henchpersons.

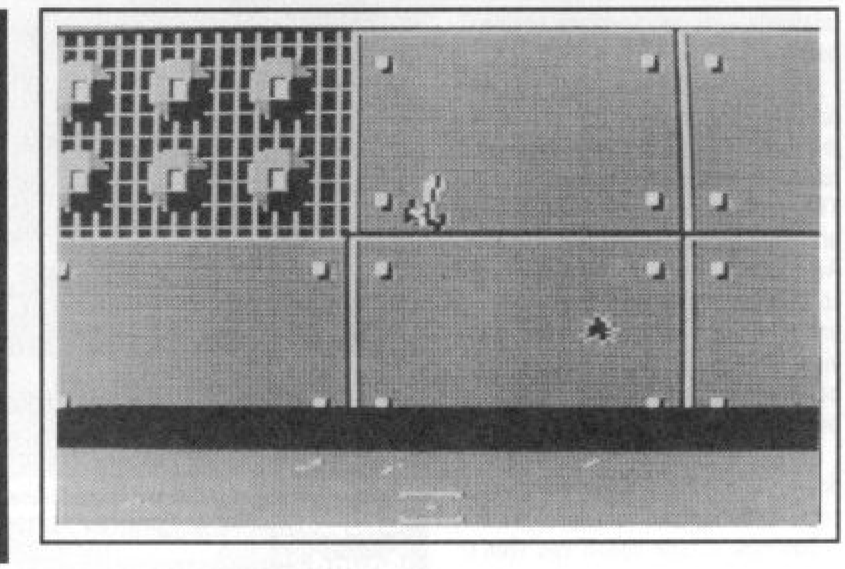
The programmers must have had second thoughts about the cross and the cape, however, because on her way from the cassette inlay to the opening screen, the old hag seems to have swapped them for a flying scythe and a hefty bunch of fives. It's the sight of her jabbing to left and right with a fist twice the size of her head that is the first obvious similarity with those arcade commando games.

From here on you're in familiar territory. The witch moves up and down between the four levels, selecting weapons to fight off the swarming baddies which attack her from left and right. Though she can



• CYBER ONE

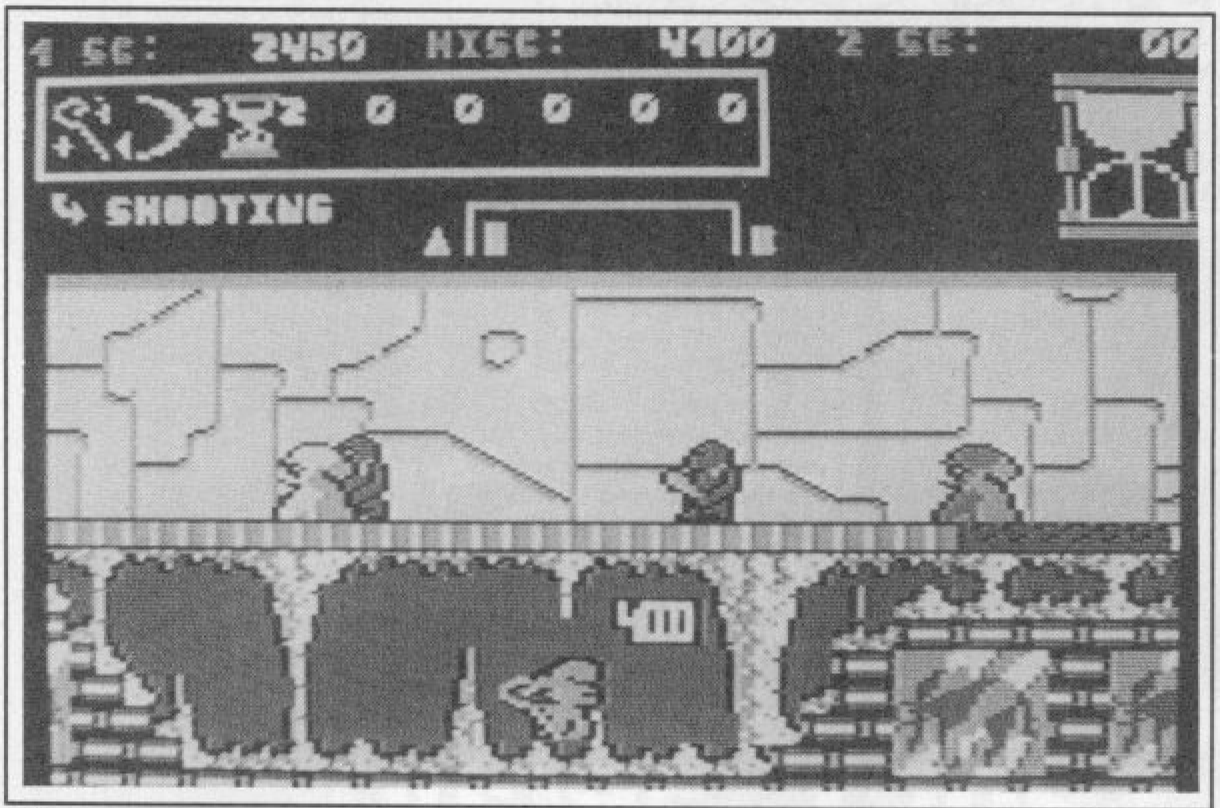
64/128
CREATIVE SPARKS/ SUPER SPARKLERS
Price: £2.99/cass



Cyber One, Parallax, Raid 2000 — any more games like this forget it!

In this revamped oldie you take the role of a captain of the 'Seventh Squadron' who is patrolling the perimeter of the mothership as it ventures into an unknown galaxy. The motherhship is attacked by aliens. Why? There wouldn't be much to do in the game if it wasn't. You alone must destroy these or not only will you be demoted to the 'Seventh Squadron's boot cleaner' but it could also be the end of civilisation as we know it!

The first section of the game involves you cleaning up the mothership of those scumbag aliens. Easy to do, just fly around and blow them away. This part of the game



▲ **A substantial beat 'em up come everything else you can think of.**



move left, if she does so for any length of time she'll run into an invisible wall, so it's best to keep her moving ever eastwards.

Chests appear before her, and passing over these reveals the contents — more weapons, bonus points or extra time. She'll have to leap up and catch them, however, if they're to register on the display at the top of the screen. The object of all this, in case you've forgotten, is to find the magic scrolls, These are in the possession of guardian ant-eaters (*are you sure, Ed?*), one on each level. Only when you've got all four can you destroy ol' Colo.

What lets this game down, besides the weary gameplay, are the uninspired, blocky graphics and the lengthy pauses every time you lose a life or end a game. Just about the only things going for it are the two-player option and the jaunty music — and the latter gets irksome within minutes.

A sub-standard beat 'em up thinly disguised as a sub-standard arcade-adventure, *Magic Madness* it too cute for its own good and is unlikely to appeal to anyone. Particularly at that price.

Bill Scolding

	(1–10)
Graphics	5
Sound	6
Toughness	5
Endurance	3
Value	3
Overall	**5**

looks like a prehistoric version of *Parallax.* An above screen view is given and there is eight directional scrolling (something of a rarity when this was first around). You have an energy limit which starts off green and you will die the moment it turns red. When you have destroyed all the aliens infiltrating the mothership they will then play their trump card and bring on the Power Station. No it's not a collection of Duran Duran members, it's one mean ship, five times as big as you, and it can fire in eight directions. Its defences are not exactly weak either and it will take a few shots before you can dispose of the big invader.

When you clear the aliens off your ship they will retreat back to HQ and you're not the apathetic litle wimp who's gonna let them get away with that. No, you're going to follow them and find out where their base is. The only trouble is that to get to their base you have to go down this great long tunnel at what you are told is "mega-speed". The tunnel scrolls towards you from left to right and you must negotiate the little bumps in it. Touch the walls and you can kiss one of your lives goodbye. After a few seconds on the tunnel you think "What a doddle" but then it happens . . . mega-speed was an understatement, the tunnel goes so fast you can hardly see what you're doing. The yellow and blue squares that line the walls don't do your eyes any favours either. Book an appointment with the opticians after playing this far.

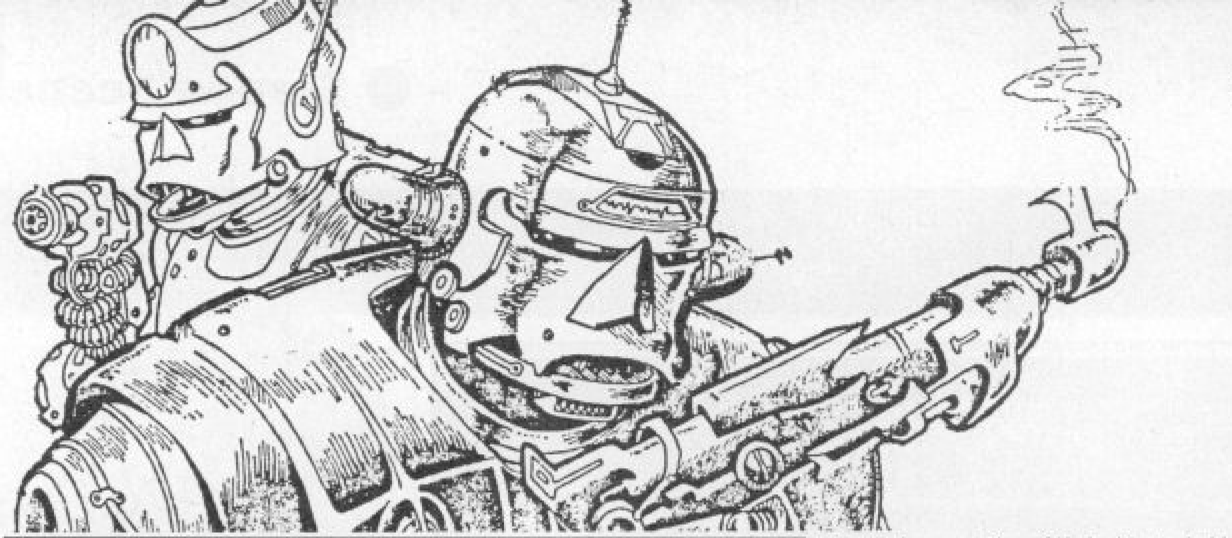
If you eventually clear that (I doubt it very much!), you then find yourself finally inside the HQ of the anonymous enemy. Your task is then to go around with your droid and pick up stars in order to destroy the base. What kind of power they have you are not told. Another thing you should pick up en route is a map of the way out.

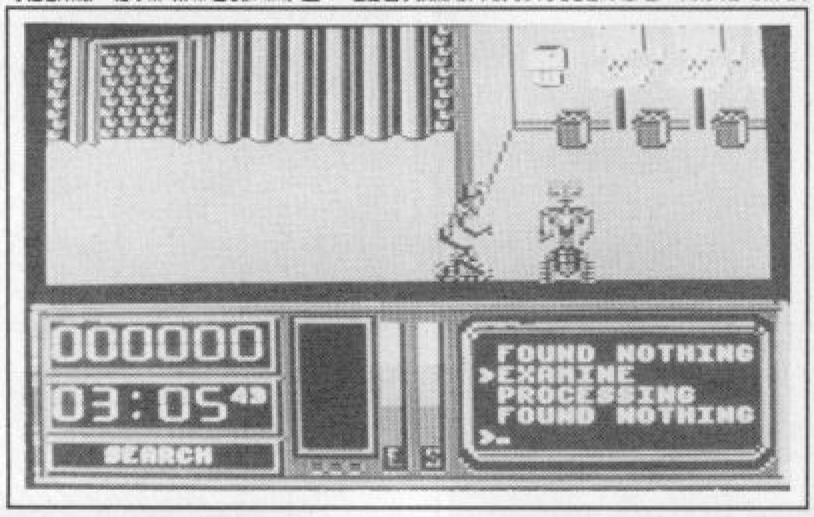
I'm not sure about the origin of Cyber One. I was a little bewildered to say the least when I saw an ominous-looking Elite Software written on the title screen. Apparently though, this game was nothing to do with them.

Cyber One is an above average game which relies mainly on its price for its attraction, although I did slag a game similar to this in every way last month — *Raid 2000* — but that was panned mainly due to the price. *Cyber One* is slightly better and cheaper but for three nicker I'd still go for the standing ticket at Loftus Road. (*Not if you were with the visiting supporters you wouldn't, you'd be a quid short* — Ed.)

Ferdy Hamilton

	(1–10)
Graphics	5
Sound	2
Toughness	7
Endurance	5
Value	7
Overall	**5**





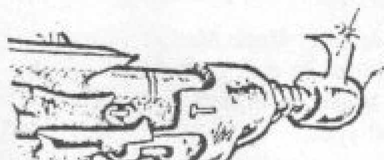
Ooo! A robot pal.

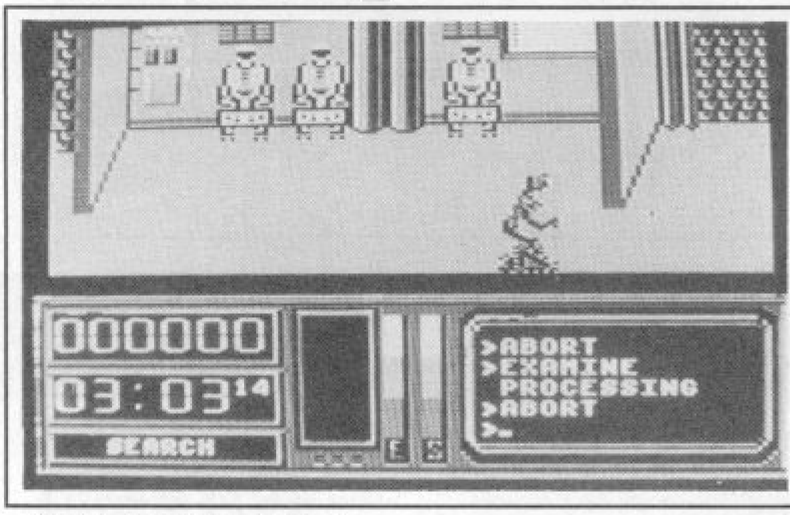
The next time CU decide to hold a 'Game of the Film' competition, a tricky question to pose would be: "Which film now showing in England hasn't yet been made into a game?"

In this particular one you take the role of a government War Robot who has been struck by lightning and escaped. Now you are alive you intend to stay that way. Not so easy — the scientist who put you together wants to find and de-activate you, so do Nova Electronics who have to stop your weapons killing millions, as do the Security who just want to get home in time for dinner. Oh well — if that plot is good enough for the film, Ocean may as well use it in the game. Saves them having to think up anything original.

● SHORT CIRCUIT

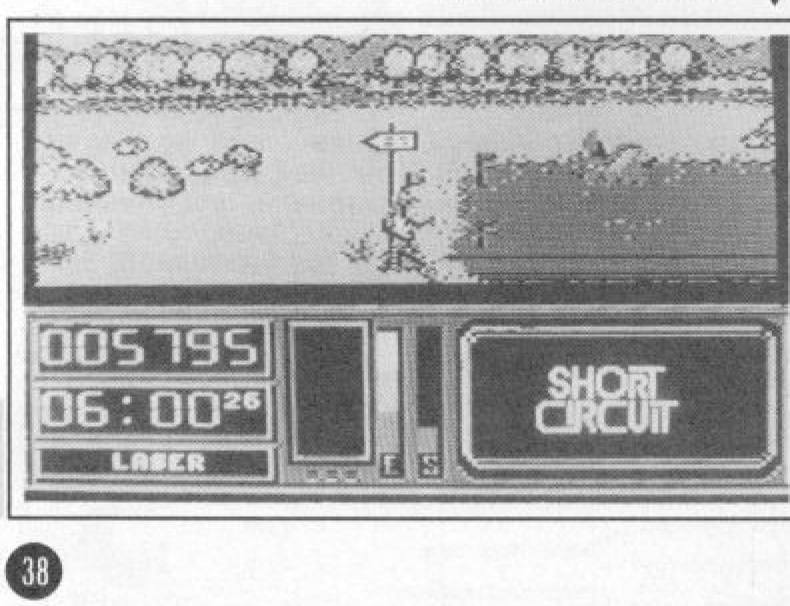
64/128
OCEAN
Price: £9.99/cass





Search the factory for useful objects.

Watch out for furry creatures outside.



There are two parts to this arcade adventure, the first part is set in the factory where you are kept. The object is to escape.

Your robot is controlled by joystick, it has four extra control functions which are activated by the fire button. To switch to the desired function simply hit the space bar to: jump, laser, search and utilise.

The jump function is pretty obvious although you do need to find something called a 'Jump RCM' before you can bounce in all directions.

The laser, too, is pretty straightforward but obtaining it is a different matter. Whenever you try to use it you are given the message "More input needed".

The search function is the key to the game. Find furniture (or just about anything) search it, and your VDU will tell you what's in there. To pick up, just stab the fire button once more.

The 'utilise' function will enable you to manipulate your findings. You can either 'hide it', this is useful when your hold is full, you can stash an object somewhere and then go and collect it when needed. Also you can 'input it', this allows you to stick your thing (or things) in whatever you wish, (*Cut it out! This is a family magazine — Ed.*) the computer will then tell you what effect, if any, it has. Or you may choose to ask you systems to 'analyse it' before you decide on your desired use.

Most of the first part of the game is spent wandering around, searching and testing which objects are the catalysts and which are the red herrings. Cautious movements are required if you do not wish to set off the alarm. If you touch anything you shouldn't, in a matter of seconds government agents will be around to de-activate you.

The locations you pass are anything from offices to toilets.

In every arcade adventure there are 'red herrings' to be found, but are any quite so perverse as the labrador puppy with the toilet-roll around its neck that is found in the little boy's room?

The second part of the game is more like a bonus than a continuation. A mediocre little shoot 'em up in which you must stun the guards with your laser on your way to safety, but careful that you do not run over the wild animals. Ah, how sweet, Ocean obviously deserve the 'Anne Diamond Sickly Sweet Award' for 1987.

Short Circuit is presented excellently, big colourful graphics, which make the game a whole lot more interesting. A boppy little disco number from Martin Galway to play along to. Ocean also paid amazing attention to detail, even bothering to draw in a pair of feet under the door of one of the men's cubicles. A bonus game chucked in, even if it is a pretty average one, remains 'something for nothing!'

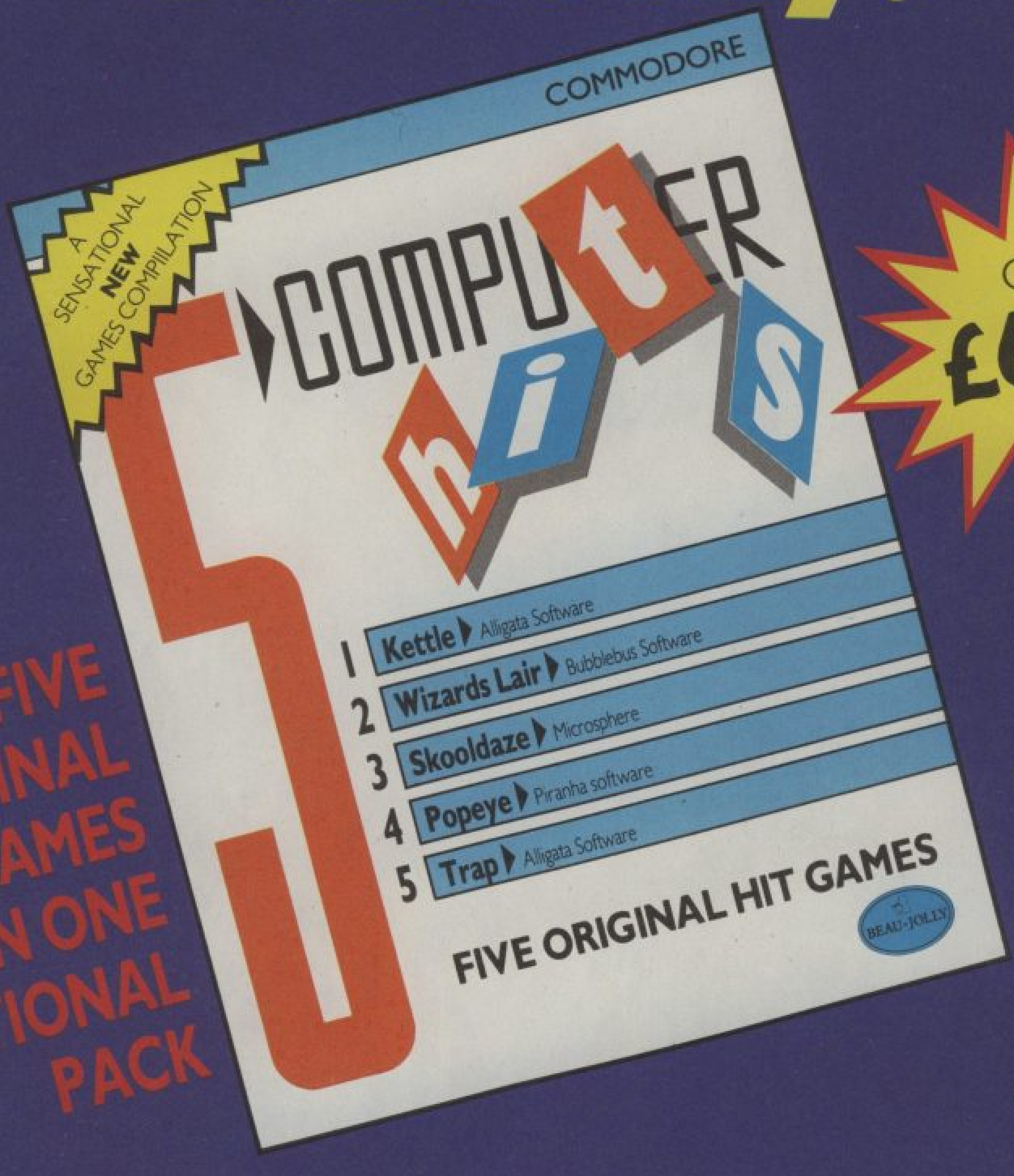
OK, so everything is almost perfect, why then no screen star? the game is entertaining enough, but imagine it without a big-name licence. You now have a pretty, little arcade adventure. Forget for a moment the luscious graphics and sound. You now have a basic, pick-up and drop arcade adventure. If that is what you're looking for, fine. If not, don't be blinded by the name and screen shots.

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8
Overall

Another Great Compilation from Beau Jolly!



Only **£6.95**

FIVE ORIGINAL HIT GAMES IN ONE SENSATIONAL PACK

Spectrum/Commodore/Amstrad – Cassette **£6.95**

Commodore/Amstrad – Disk **£11.95**

Tell your friends also available for BBC, Electron & C16/Plus 4 Computers

(Titles may vary by format)

BEAU-JOLLY

The name behind the great games

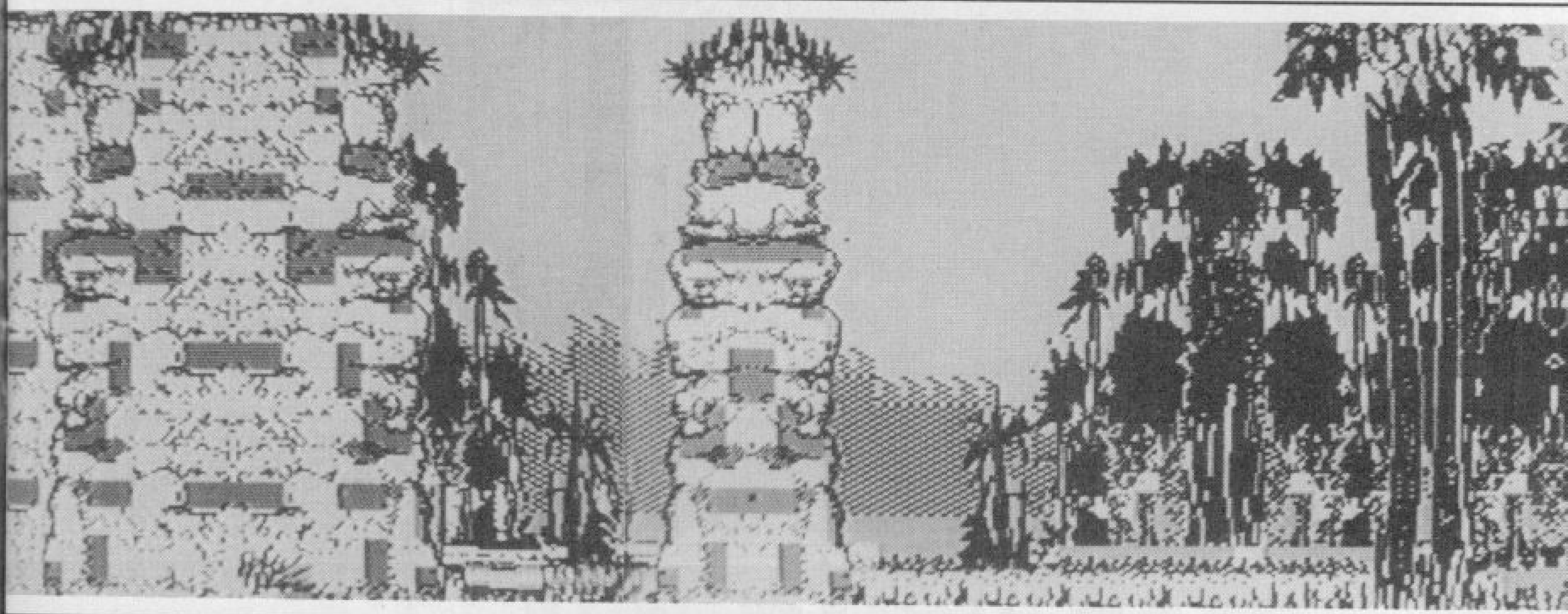
Beau Jolly Ltd., 29A Bell Street, Reigate, Surrey RH2 7AD. Tel: 07372 22003



SIGMA 7
Commodore 64 available November 20th
Spectrum & Amstrad available February
Sales dept.,
Castle Lodge, Castle Green,
Taunton, Somerset TA1 4AB
England Telephone (0823) 54489 & 54029
R.R.P. £9.95
Trade enquiries to Centresoft
on 021 356 3388
DURELL
software getting harder . . . .

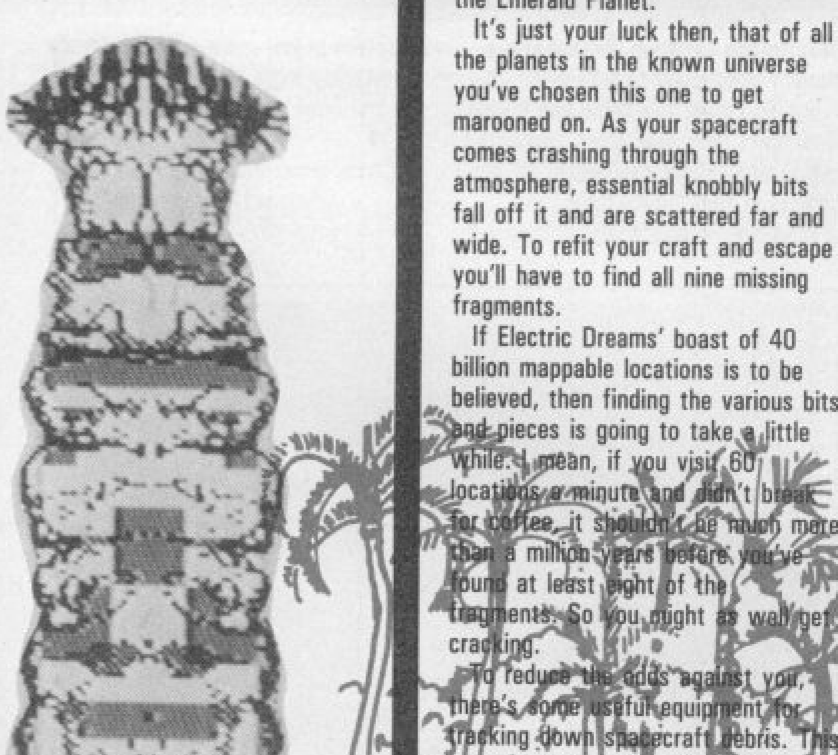

THANATOS
Spectrum in October, Amstrad in November, Commodore 64 in December.
All £9.95
DURELL
Sales dept.,
Castle Lodge, Castle Gree
Taunton, Somerset TA1 4
England
Telephone (0823) 54489 & 5
software getting harder . . .


Just when you've parred the course...
LEADER BOARD
Executive Edition
.....will test your abilities to the very edge of skill and judgement. Leaderboard was hailed sports simulation of the year. Leaderboard Tournament disks added even more precision, even more tension. Leaderboard Executive Edition brings another dimension in excitement and graphics as you battle to master sandtraps, trees, water hazards and rough with a gameplay that's frightening in its demands and realism.
* Amateur and professional modes
* 18 hole golf courses
CBM 64/128
£9.99 cassette
£14.99 disk
U.S. GOLD All American Software
ACCESS Software incorporated
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388



● EXPLORER

64/128
ELECTRIC DREAMS
Price: £9.99/cass
£14.99/disk



The Emerald Planet is where you do your exploring. It's got 40 billion mappable locations, each one different. Well, not very different, actually. The scenery is built from a stock of trees, bushes, rivers, rocky outcrops and native dwellings, and after a while everywhere begins to give you an uncanny feeling of familiarity.

All those huts and temples are uninhabited, too. Where the hell is everyone? A wet weekend in Willesden has got more action than the Emerald Planet.

It's just your luck then, that of all the planets in the known universe you've chosen this one to get marooned on. As your spacecraft comes crashing through the atmosphere, essential knobbly bits fall off it and are scattered far and wide. To refit your craft and escape you'll have to find all nine missing fragments.

If Electric Dreams' boast of 40 billion mappable locations is to be believed, then finding the various bits and pieces is going to take a little while. I mean, if you visit 60 locations a minute and didn't break for coffee, it shouldn't be much more than a million years before you've found at least eight of the fragments. So you might as well get cracking.

To reduce the odds against you, there's some useful equipment for tracking down spacecraft debris. This comprises: a jetpack, nine radio beacons, nine anti-grav drones, radio direction finder, a compass and a laser pulse gun.

Gazing disconsolately at the endless jungle which surrounds you, you send out a radio signal, hoping that the resulting echo, bouncing off some rocket wreckage, will give you an idea of where it lies. And so it does: on a bearing of 177°, out of range. And off you go, keeping an eye on the compass reading to top right of the screen to ensure that you're not walking in the wrong direction.

After an hour or two, it becomes clear that not only is the jungle rather monotonous in appearance, but there's rather a lot of it. But what's that shimmering through the undergrowth ahead?

Yes, it's one of those time and space portals you've heard so much about. You step inside and give it the name of the location you wish to visit. Choose anywhere you like — after all, you've got 40 billion mappable locations to select from — and on arrival you'll not be surprised to find that Ruislip bears a remarkable resemblance to the jungle clearing you've just left.

This is getting you nowhere fast, so now you start to employ your radio beacons. You can place these where you want and later use your radio direction finder to give you a bearing and a range on them. Geography students will immediately recognise the opportunity for some thrilling triangulation exercises. Everyone else probably won't.

Using the jetpack speeds things up a little bit. Pressing 'U' takes you up over the landscape and you can scoot over lakes, huts and trees in the vague direction of the last bearing you can remember. Then you can drop down again by pressing 'D' and taking care to avoid trees and water, send out another radio signal and discover that the bit of wreckage is still 'Out of range'. Occasionally you might be lucky enough to stumble across the only living creatures on the planet — flying bugs which are slow-moving and stupid, and easily shot. But take your time, tease them a bit, because this is the only slice of action in the entire game.

Eventually, possibly, you might track down your first fragment of spacecraft. Don't expect any graphic extravaganza — in fact, don't expect anything at all except a single digit score being registered. Is THAT what all this sweat is about?

For the record, then: graphics are pretty, mostly stationary and without variety; sound consists of odd hums and drones; and gameplay is wonderfully tedious.

I know it's comparatively early in the year, but nevertheless I nominate *Explorer* as The Most Boring Game of 1987. Let's hear it for Electric Dreams and the Ram Jam Corporation (commence slow hand clap).

Bill Scolding

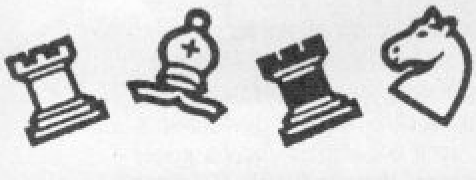
Rating	Score (1–10)
Graphics	5
Sound	2
Toughness	9
Endurance	1
Value	1
Overall	**3**



Dreary title sequence for the game.

NIGHT WALKER

64/128
MICRO CLASSIC
Price: £3.95/cass



Remember a game called *The Chess Game,* that was a computer version of the chess player's nightmare? Now it's back as *Night Walker* with the change in name bringing a dramatic reduction in price.

For those who missed its rave reviews the first time round, the game features your attempts to take pawns from one side of a giant chessboard to the other. That doesn't sound too complicated but it can get really tricky. The board is surrounded by a hostile crowd that are likely to add a punch to their boos and jeers by hurling rocks at you. Add to that a different chess piece determined to stomp on you at each level and deadly red squares to sap your lives and you've got a game that will drive you back for more and more.

Your first opponent is a knight that jumps around in its familiar L-shaped move. As you begin to ferry your pawns (one at a time) across the board you notice that the squares you stand on turn blue and if the knight lands on one of them it turns into a deadly red square. Restrict the squares you stand on and you reduce the number of red squares leaving you a safe row to rush across with the all important last pawn.

Next you face a bishop that moves on the white squares. Unfortunately, the black squares cycle through a series of colours including the dreaded red! Survive that and you have to face a king (surrounded by red squares), a rook and then the queen.

If you think that lot was easy then try the next levels, when you have to face a combination of two or more pieces!

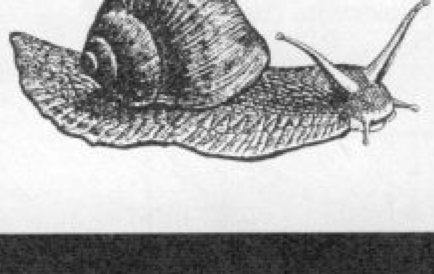
The graphics and animation are in a word, superb, although the colours are inevitably bland. Particularly the crowd and our night-capped hero who shuffles across the board.

Watch out for the knight's move sequence

THE EQUALIZER

64/128
THE POWER HOUSE
Price: £1.99/cass





You are the Equalizer. Wearing only a nappy you battle snails, worms and frogs in a bizzare arcade game.

You begin the game in a form that would be at home in the Flintstones, standing alone in the middle of some woods. Unfortunately, you're not alone for long as you're suddenly swamped in red and white spotted snails that move at anything but snail pace. Blasting them with what can only be described as goo blobs, that fire from just above your nappy (I warned you it was bizarre!), stops them for a while but sooner or later you have to advance when you come up against a cliff face. Luckily, there's another one a few feet away, so if you time your jump you can get there before your path is blocked by snails.

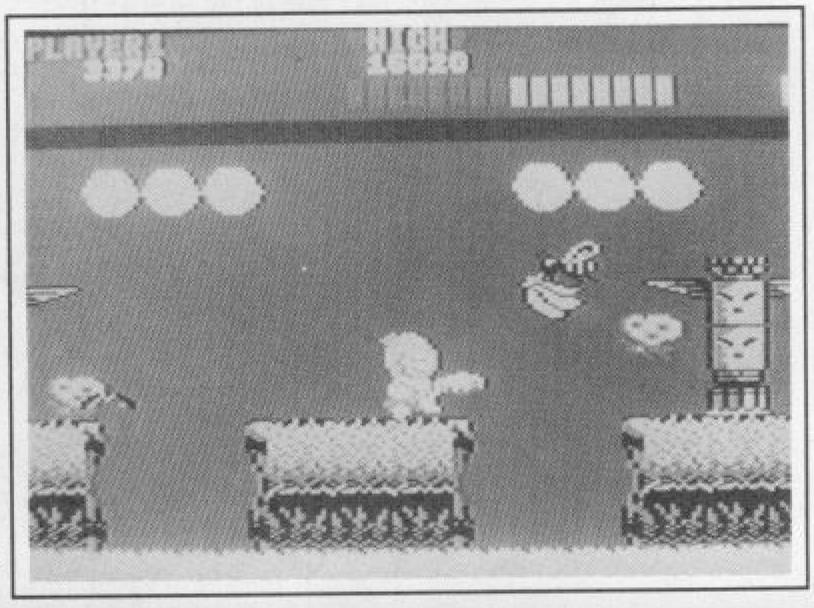
In fact, the snails and worms pile off the cliffs into the void below, but despite this lemming-like behaviour there's plenty left to bug you.

Hanging from the trees you'll also find some fruit that gives you bonus points and brings you nearer to a heart and the end of the screen.

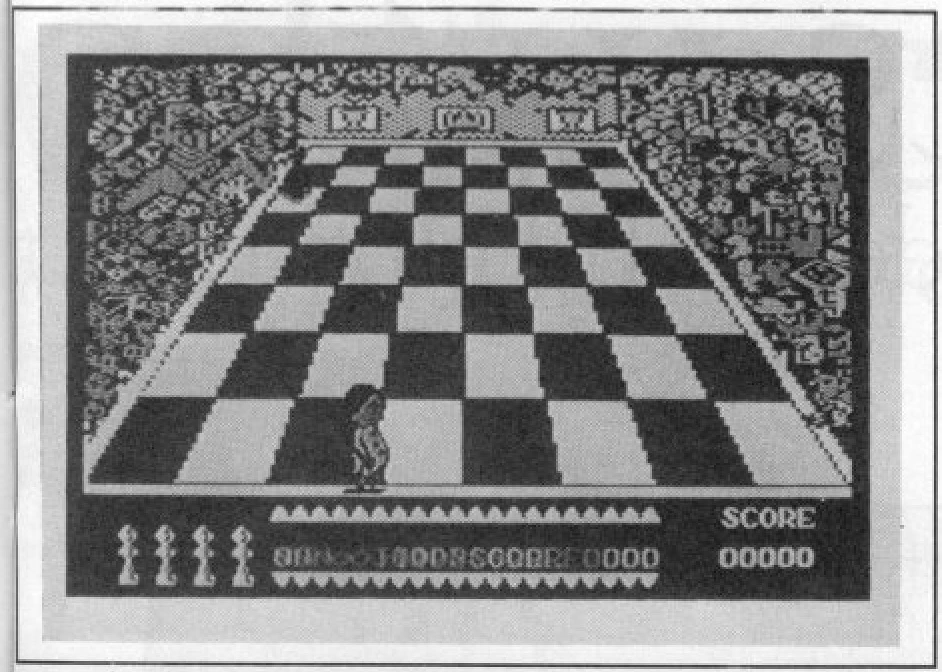
Then you're in a scene dominated by totem poles, more cliffs to hurdle and leaping frogs, flying butterflies and bombing birds to add to the

One dead dodo out of the way.

Bears an uncanny resemblance to Wonder Boy.



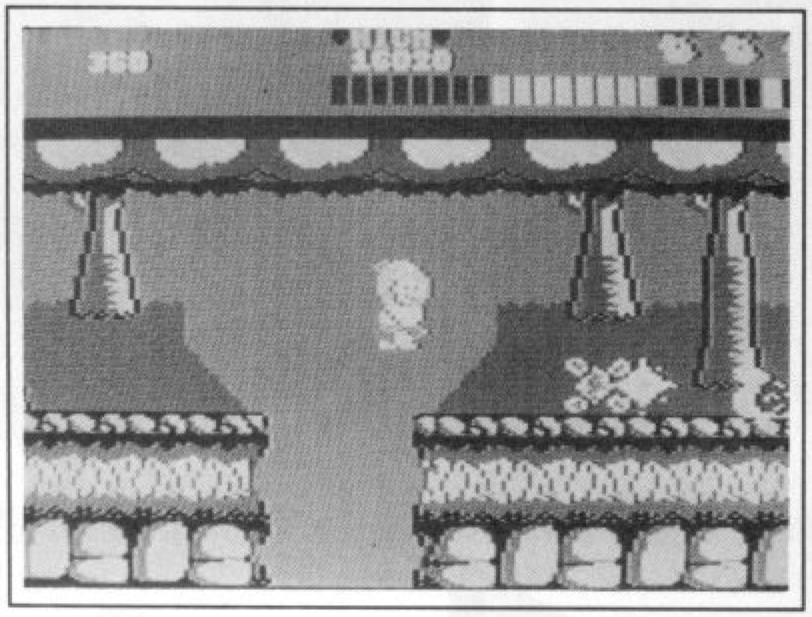




It's good to see this reduced in price but it's about £1 to expensive to qualify as a budget game and will have problems getting into the price banded shop shelves. Buy it if you can find it but you'll probably have to hunt around a bit.

Tony Hetherington

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	7
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall



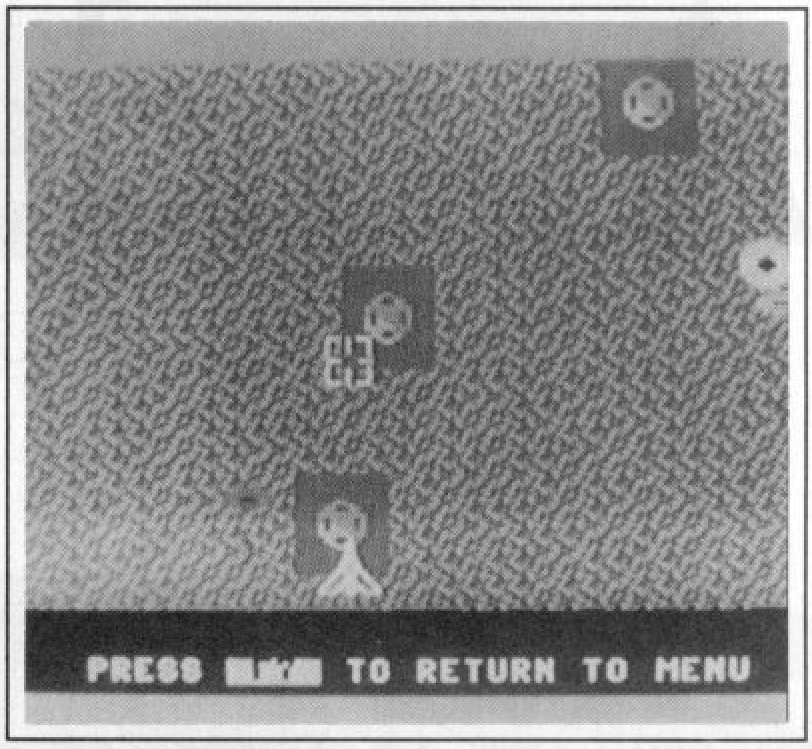
menagerie out to get you.

Later screens prove that this was just child's play as your grow older as the game gets harder until you evolve into *The Equalizer*.

Despite the ludicrous scenario and insane gameplay, the game has a mysterious addictive quality that makes you have just one more game.

It's the kind of game you'd play when you're friends weren't watching.

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	5
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall



AFTERMATH

64/128
The Power House
Price: £1.99/cass

After the war the Saurans rule unchallenged and the end of mankind seems inevitable. No-one has returned from the Strategic Command Centre, although if they had they would have been zapped by the dreaded discs of death and the impenetrable Veloscraft.

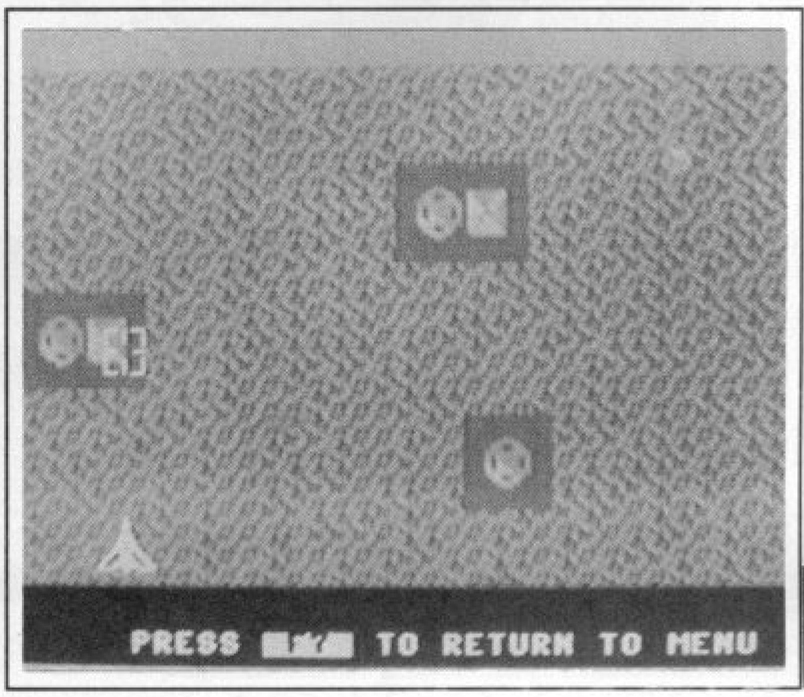
Your aim is to reach the enemy base. A square bomb sight floats just ahead of your ship and marks the target that you can bomb by a combination of pulling back on the joystick and pressing the fire button. Time this right and keep on line until the bomb lands, you'll hit the target and collect a useful bonus. Watching this cursor can actually cost you lives as it can make you move sideways into the path of aliens that you thought had passed safely by.

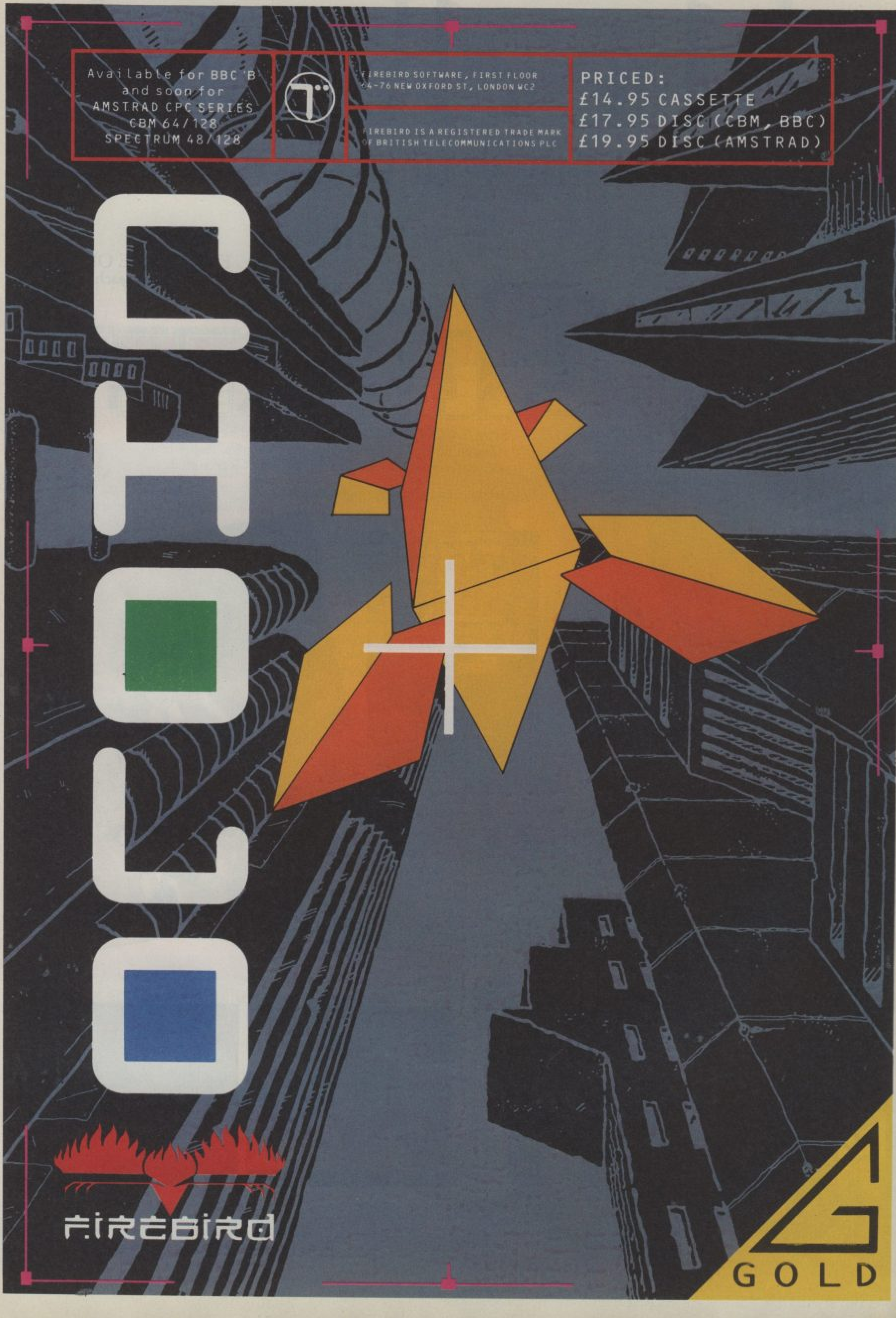
To add to your problems, the waves of aliens come thick and fast and shower you in missiles and horrible pinging noises. They begin in the form of rotating discs, then ships that swarm directly at you and at deceptive angles across the screen.

A good shoot 'em up, but I'm sure I've seen it all before, in *Xevious*.

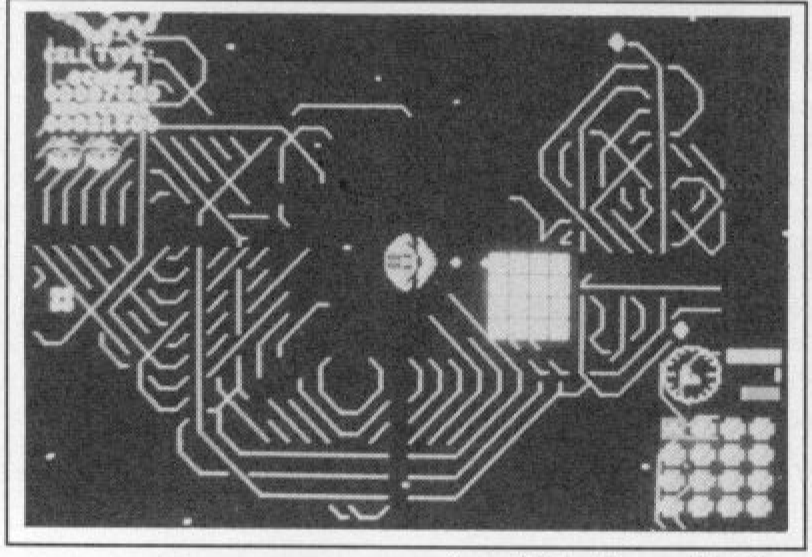
Tony Hetherington

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	5
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall





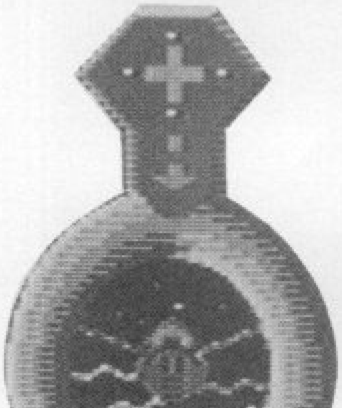
Available for BBC 'B'
and soon for
AMSTRAD CPC SERIES
CBM 64/128
SPECTRUM 48/128
FIREBIRD SOFTWARE, FIRST FLOOR
64-76 NEW OXFORD ST, LONDON WC2
FIREBIRD IS A REGISTERED TRADE MARK
OF BRITISH TELECOMMUNICATIONS PLC
PRICED:
£14.95 CASSETTE
£17.95 DISC (CBM, BBC)
£19.95 DISC (AMSTRAD)
CHOLO
FIREBIRD
GOLD



▲ Mutants marks the return of Denton Designs with a great new game.

64/128
OCEAN
Price: £8.95/cass
£12.95/disk

MUTANTS



The Rainbow Warrior seeks out Mutanoid weapons. (Shouldn't that be Japanese whalers. Ed.) ▼

The bright sparks at Ocean Software have, clearly, a great deal of faith in the latest game from Denton Designs. That's why they've saddled it with a silly title and sillier background story. A pity, because the game is actually quite good and quite capable of surviving on its own merits, without all the blarney.

Ocean would have you believe that 'you are a member of a thinly spread group of dissenters', in charge of a patrol ship named Rainbow Warrior, and dedicated to the elimination of the Macro-Genetic Mutoid biological weapons which are being developed by the Survivor Zero Corporation.

Which is all very interesting and politically sound, but has precious little to do with the game. *Mutants* is, in fact, a slick, fast, fusion of strategy game and shoot 'em up, with abstract graphics and great music. The sort of treat we've come to expect from the Denton team.

The game is played across 16 zones, forming a 4x4 grid, and 15 of these contain a particular strain of mutating virus. These are no great shakes graphically, consisting mostly of multi-coloured blobs, dots and lines. The zones are bordered by destructive barriers, and located somewhere in each is part of a self-destruct mechanism. You've got to visit each zone, battle through the mutant colony to reach the component, get it safely out and, ultimately, assemble all 15 components in the 16th control zone.

Your spacecraft is highly manoeuvrable, responding instantly to the lightest touch on the stick, and took me right back to playing *Asteroids* in the arcades. It won't take long to get it zooming about with ease and speed, but take care with reversing and cornering.

There are three weapons to choose from: rapid-firing photon torpedoes, the more powerful but slower high-yield missiles, and the Barrier defensive weapons, which erect a temporary shield around the ship. Weapon selection takes place on the opening Mother-ship icon screen, and at the same time you can decide whether you want music (very catchy) or sound effects (more than adequate).

Then it's on to the zone selection. The 4x4 grid flashes up, with a chemical compound busily mutating away in each square. Move the arrow over the zone you want, press fire, and the ship is seen arriving on the telepad in the centre of that zone.

And this is when you have to start thinking — and pretty damn quick too. Some of the mutant colonies — in particular, a rather unpleasant form of Phobinogen Dodecnoyl in zone (1,3) — react to your presence immediately, and unless the ship is moved off the telepad as soon as it touches down, it'll be hemmed in. Other mutants, like the Glycoside Albuminide of zone (3,3), are suspiciously inactive until you've collected the self-destruct component, and then all hell breaks loose, the screen an impenetrable nightmare of swirling blobs of colour.

Some zones call for a continuous barrage of photon torpedoes, others demand strategic thought.

Once you've got the component and the ship back to the telepad in one piece, it's back to the Mothership screen, a different weapond selected if desired, and then off to the next zone.

Typically, you've only got three lives, though these can be replenished by tranfering some of the components to the Control Zone. At this point the game loses impetus, however, and becomes a mite tedious. The Control Zone is a lethal maze which has to be negotiated, slowly, to get to the assembly point for the self-destruct mechanism. Once you've reached it, you deposit your components, and then find your way back. There are some nasty white blobs too, just to make things even more unnecessarily complicated.

The worst is yet to come. If you succeed in shooting up all the Rhizobial Ferradoxins and S-Cysteine Acetotates; if you collect all 15 components; if you get through the Control Zone maze however many times is necessary; if you do all this — what do you get?

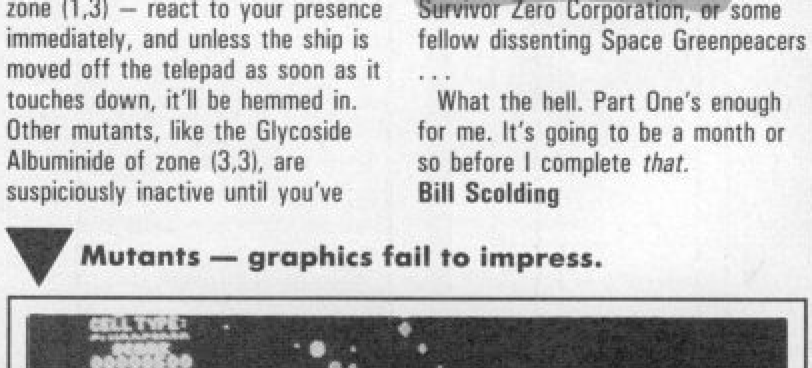
A gold medal? A fanfare of trumpets? A VERY big score?

No. You get to have a stab at PART TWO!

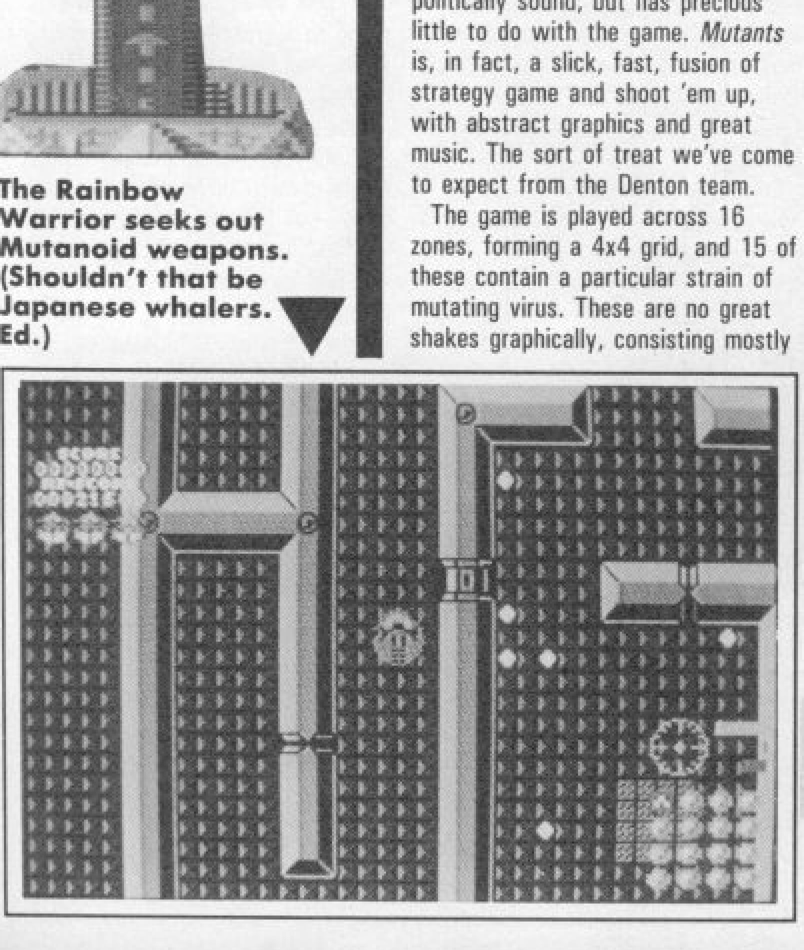
What happens in Part Two I have no idea. Maybe we get to meet the Survivor Zero Corporation, or some fellow dissenting Space Greenpeacers . . .

What the hell. Part One's enough for me. It's going to be a month or so before I complete *that*.

Bill Scolding



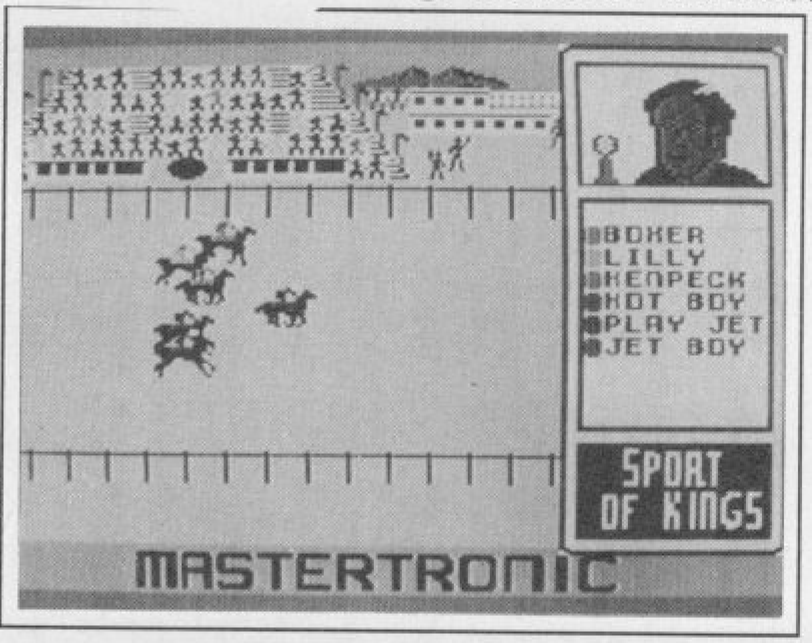
▼ Mutants — graphics fail to impress.



Graphics	7
Sound	8
Toughness	8
Endurance	7
Value	7

7 Overall





It's Hot Boy by a length!

● SPORT OF KINGS

64/128
MASTERTRONIC
Price: £2.99/cass

If you fancy a day at the races but you don't have the dosh this might be the game for you. A horse racing simulation for the penniless punter.

The simple idea is to choose a season and as many horses as you want running and place bets on the runners of each race. And you can't lose a penny!

The whole business is icon run and just about as easy as a trip to the bookies can be. You begin the season by choosing the number of horses you want to run (25-50-75) bearing in mind that the more horses you choose the less easy it is to get to know the runners' form. You can then select which other aspects will determine the outcome of a race, such as weight, the going (ie, the condition of the turf) and whether the jockeys can alter the result. You can also auto-run a few races which allows some form readings to build up. This means you just sit back and watch the race like you do on Channel 4 of an afternoon *(I thought you had a dentist's appointment — Ed).*

Once the form has built up a bit you can get your money out and start placing a few crafty bets. So follow Commodore User's number one racing correspondent 'Knacker' with the top tips.

First you'll want to check the race info for the next meeting to see who's riding what, then you'll want to access the form icon to suss out the nags' previous outings. This is where the first major problem with the game occurs. You have to have more than a passing knowledge of the gee gees to understand the form card. In fact you probably need to spend three days a week in William Hill. So when it comes to genning up on current form so you can pick the best horses, everything is too confusing. Unfortunately, Mastertronic have not chosen to explain it in the instructions. Since most of you will be too young to nip round to the local turf accountants for advice this seems to be a cock-up.

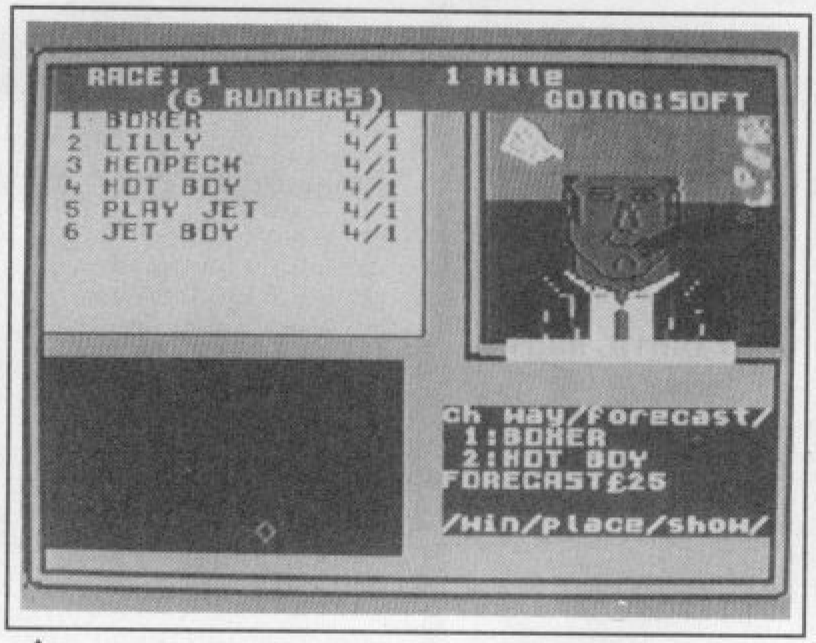
Once you've made your mind up you nip over to the bookies icon and place your bet. There are no favourites or tips to help you out.

With the bet placed including the money (you don't get an option to pay tax before the race) they're off! The screen switches to a perspective view of a race course with the runners spread out. An ambulance follows them as they make their way down the course whilst a talking head commentator mumbles into a microphone. Apparently, if you have a Currah speech unit you'll hear him, but it's as much fun doing your own race commentary: "On the inside it's Napkin, closely followed by Brillig, Jet Boy is third, then comes Apollo . . ." and so on in a ranting voice rising to a crescendo as the winner noses into the lead inside the last furlong.

And when it's all over and you've lost (as you invariably do in this mug's game), the bookie will appear to tell you how much you made. If you lost he looks smug, but should you win he'll look well peaved at having to cough up.

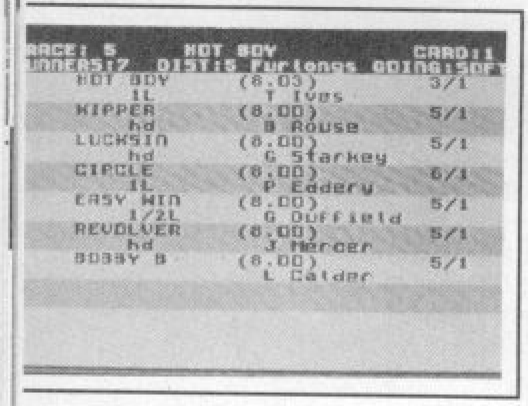
Sport of Kings is entertaining and very polished at its price, but it does let itself down by assuming too much from you. Most people only manage a bet in a sweepstake on Grand National day, and whilst this isn't dreadfully complicated it is hard. Try and keep your own notes. Oh, and talking of the National, anyone got a hot tip?

Mike 'Knacker' Pattenden



Sadly I did Hot Boy to come second.

The form card — does it make any sense to you?





Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall

STATUS SOFTWARE

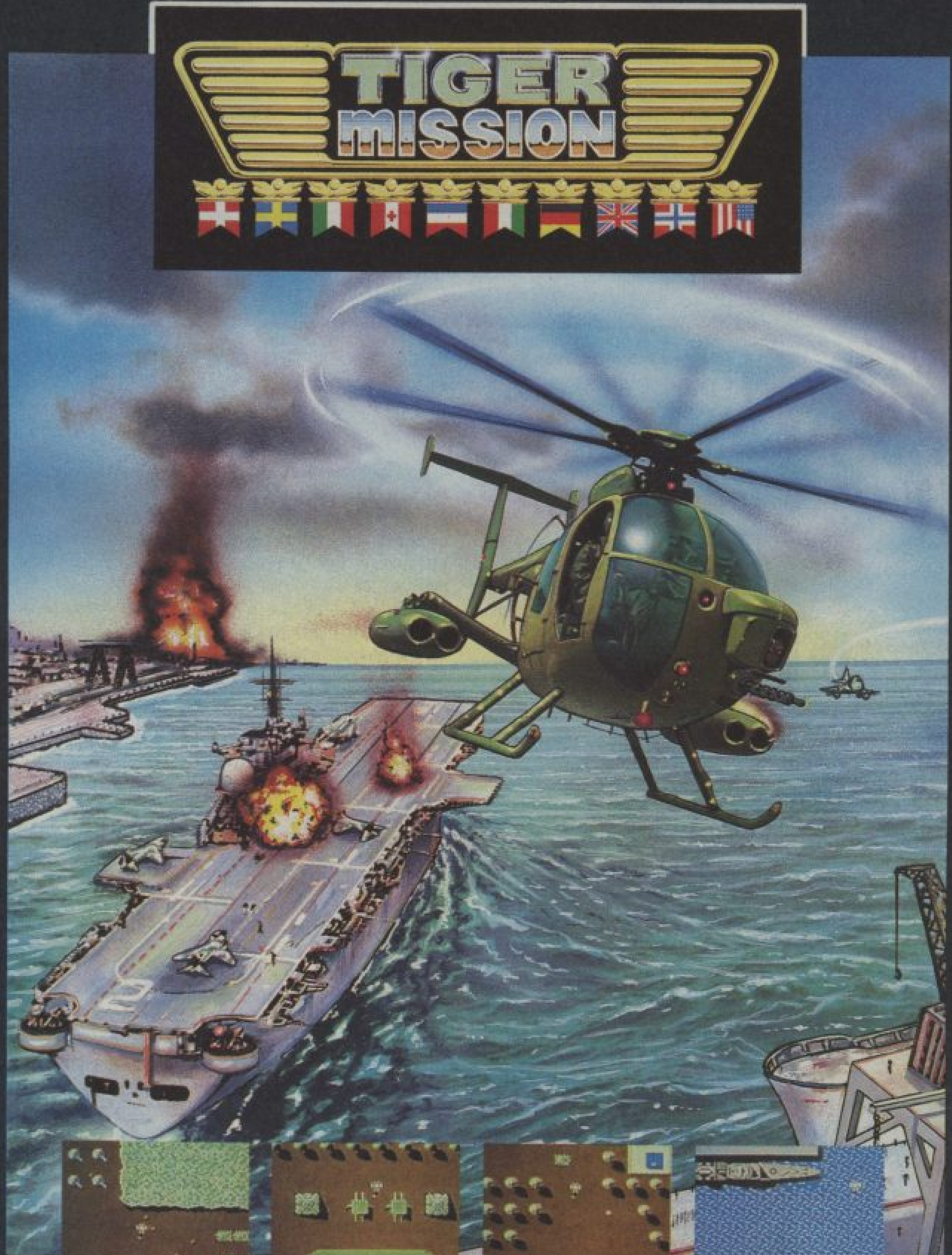
THE GILT EDGED LABEL

Now the Status Software label brings you games you can rely on.

Superb sounds, great graphics, fast action. The gilt edged label for people who demand the best.

Now in your local store – Tiger Mission. Pilot your helicopter over enemy territory. Your task – to seek and destroy using the latest heat seeking missiles and bombs. Five skill levels in realistic settings. Buy a copy now.

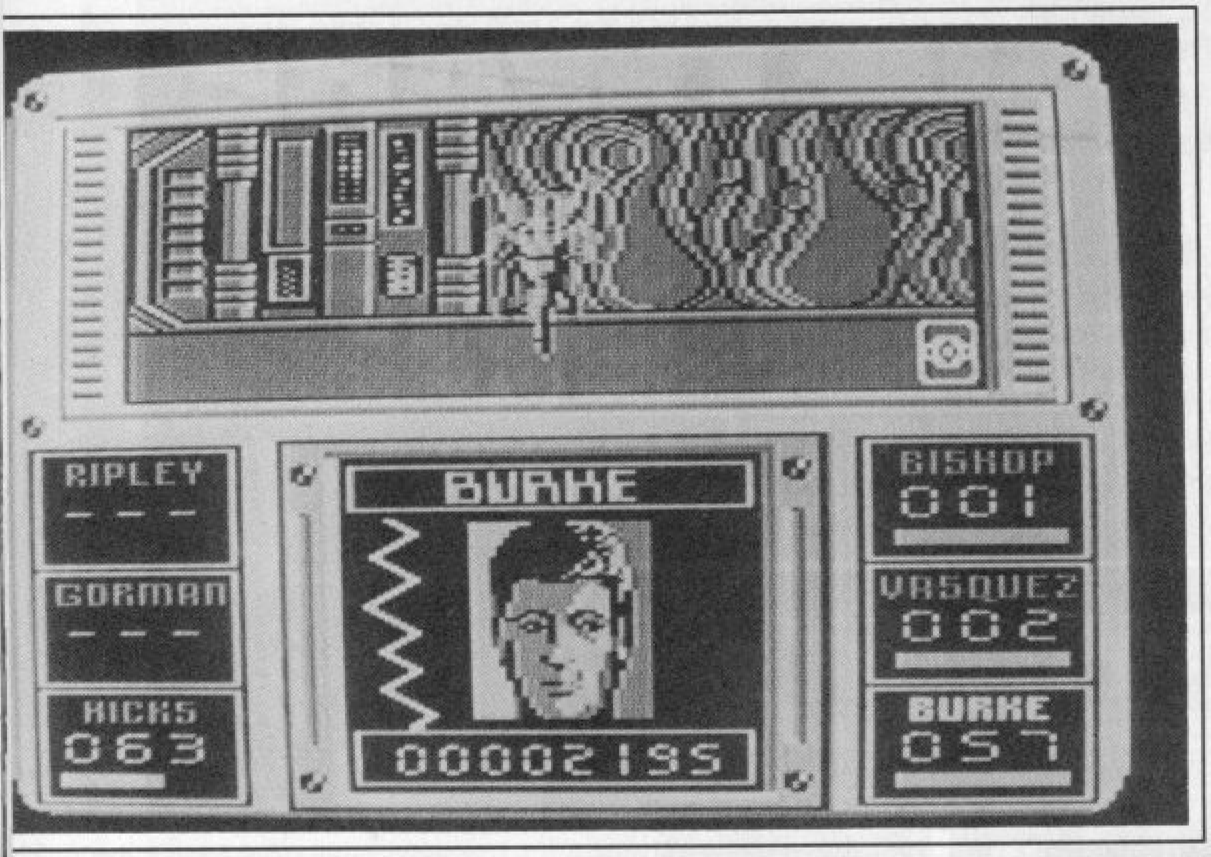
Available Commodore
Cassette £9.95
Disk £14.95
Coming soon Amstrad/Spectrum



KELE LINE A/S LTD. INC.

AVAILABLE FROM ALL GOOD SOFTWARE STORES

Status Software, Unit B11, Armstrong Mall, The Summit Centre, Southwood, Farnborough, Hants. GU14 0NP Tel. 0252 543303





▲ There's a face hugger on Burke's screen.

• ALIENS

64/128
ELECTRIC DREAMS
Price: £9.99/cass
£14.95/disk

It's only 40 minutes since the crew left the Mobile Tactical Operations Bay, and already four are dead. Burke and Gorman were killed by the aliens, Vasquez was impregnated by a face-hugger and Hicks walked into some acid blood. He boiled instantly.

Ripley and the android Bishop are advancing eastwards, through corridors choked with bio-mechanical growth, making their way towards the Control Room. And then . . . the lights go out.

In the darkness, pierced only by pinpricks of light, Bishop panics, and fires. In the brief flash from the Smart gun, he sees the humped outline of an alien coming straight at him. He fires again, and the last thing he sees is the opening of multiple jaws, filling his sight.

Ripley is more fortunate. She never even sees her assailant. The screen blanks out in a haze of static . . .

The game succeeds because, like the film, it relies on the principle of the sudden shock when you least expect it. And, as that shock so often comes from behind, you spend much of the game looking over your shoulder.

You control Ripley and her team via the Mobile Tactical Operations Bay — a monitor screen which displays the portrait of the crew member you are currently controlling, together with his bio-functions trace (recording heart rate), and the ammunition level. To left and right of this are the names of six personnel, the number of the room that each is in, and status bars which tell you whether each is healthy, exhausted, impregnated or dead.

Above these icons is the large video screen. This receives the signal from the video camera strapped to the helmet of the selected crew member, and consequently you only see what that crew member is seeing. Moving across the screen are the sights of his Smart gun, and by sweeping to left or right with the sights you can pan the camera through 360°.

The first time you play you'll be tempted to move individual crew members haphazardly through the warren of the colony base, going through doors at random until you've got all six hopelessly lost. By now the aliens will have started attacking; a name will be highlighted on the monitor screen, you'll hurriedly key in this code letter, and as his portrait flashes up you'll hear the rising siren of his Proximity Meter. Something inhuman is in the same room.

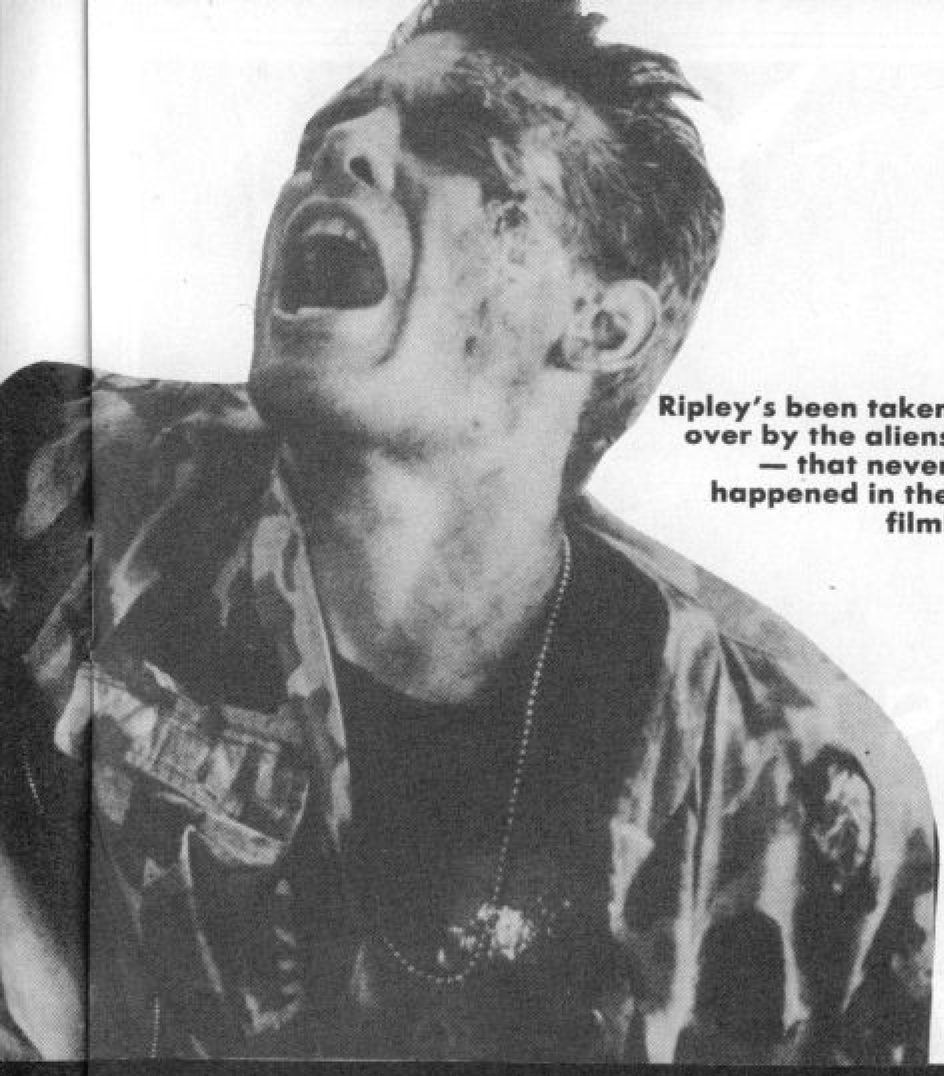
You hit the joystick and scan the room at speed until you find the hunched alien coming into vision. Aim the Smart gunsights at its head, and if you're lucky it'll explode into fragments. If you're unlucky you might not get a second chance. One dead — or impregnated — crew member.

It's better, though, to move all six humans forward as a team, so that they can always come to each other's aid. Using the map which is thoughtfully provided in the package, you can program each crew member to move up to nine rooms ahead in one go, assuming they don't run up against acid pools, locked doors or dead ends.

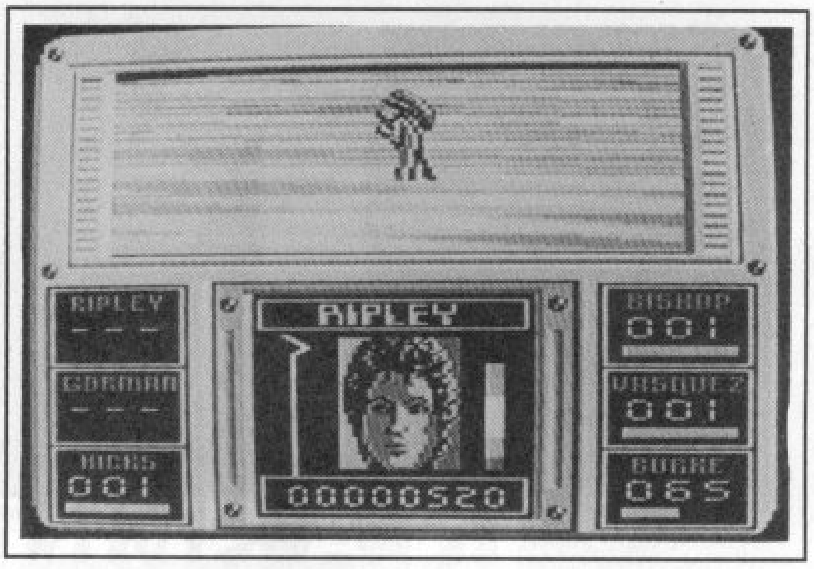
In this way you can strategically guide your task force towards the armoury (where they can replenish spent ammunition), and then go on to the Control and Generating Rooms, hoping to get there before the lights go out. Much further on is the Queen's Egg Chamber, the breeding ground of the alien occupation, and



A dead alien leaves a pool of acid — no exit. ▲



Ripley's been taken over by the aliens — that never happened in the film!





The map with the rooms numbered — courtesy Play to Win.



the object of your doomed mission.

But however you plan your tactics, you don't stand a monkey's. All the time you're advancing, the rooms behind and ahead are filling up with bio-mechanical growth, and soon you'll be stumbling across alien eggs, scampering face-huggers and wave upon wave of alien warriors. You can try to halt the spreading growth by clearing it from the walls with Smart gun blasts, but it's a thankless task and ammunition is precious.

And eventually the lights will fail. Your team is as good as dead now, unable to see enemy or exits, and unless you can get them to an illuminated sector quickly, one by one their video screens will shut down and their ID portraits will display alien forms.

Effective graphics, uncomplicated gameplay, superb atmosphere . . . *Aliens* is good, solid, unpretentious entertainment. Just like the film, in fact. It's only let down by the complete absence of music and the very limited spot effects, but then you can't have everything (*Why not? Ed*).

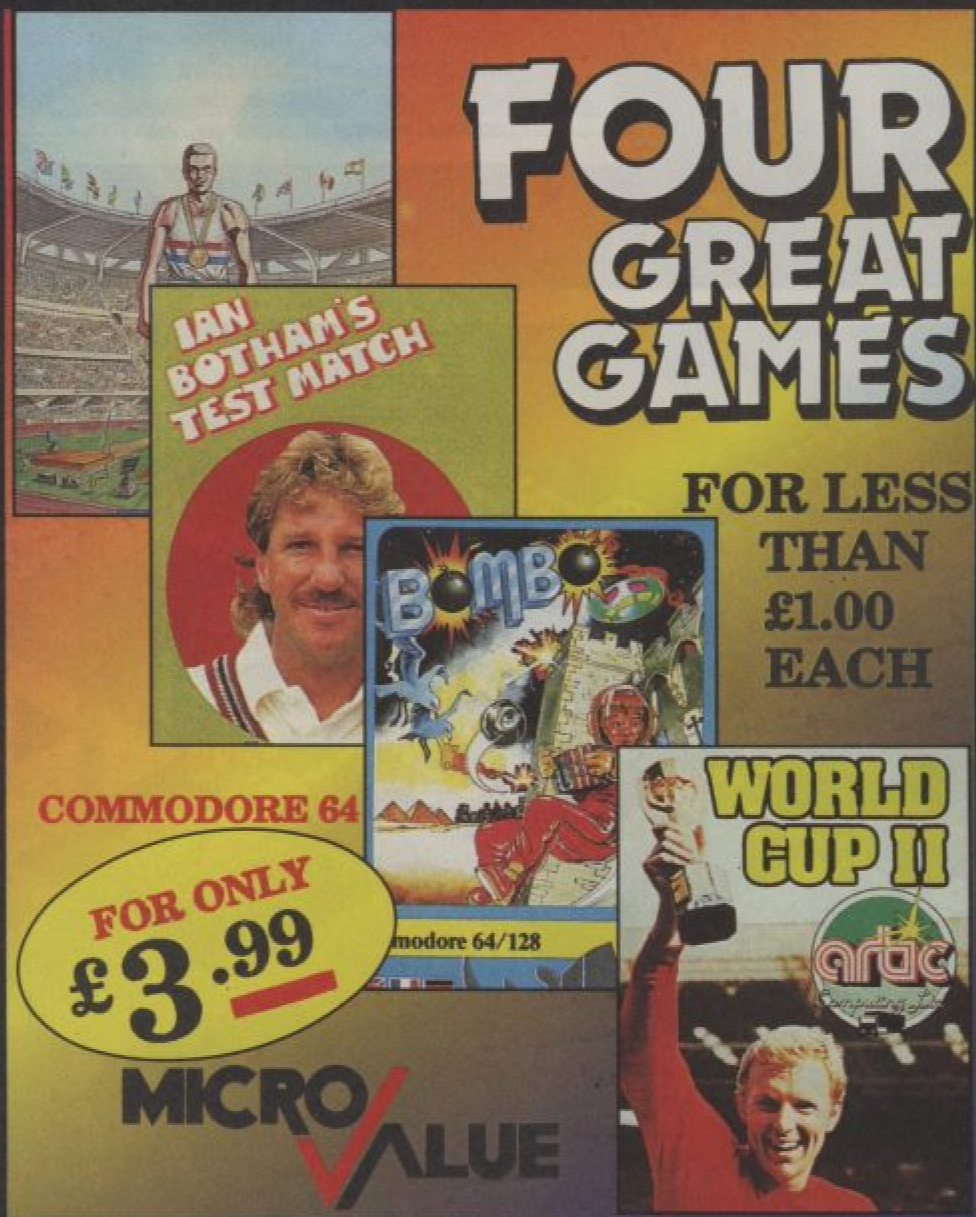
Oh, and by the way, watch out for a litle girl who appears at odd moments in the game. She's friendly. I think.

Bill Scolding

Graphics	1 2 3 4 5 6 7 8 9 10	**8** Overall
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	

Nº1

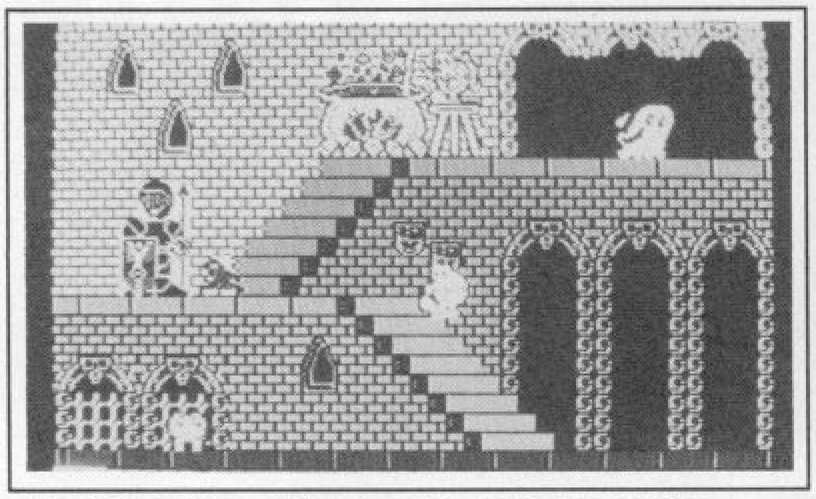
IN A SERIES FROM MICROVALUE

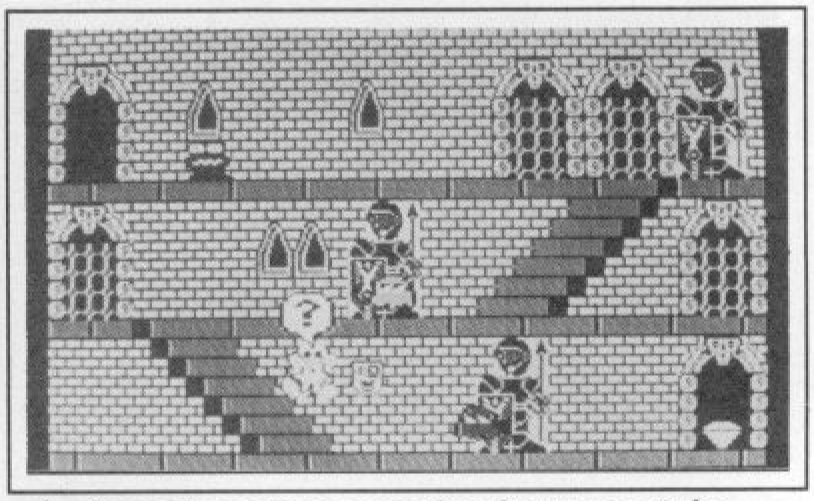


MICRO VALUE

ALSO AVAILABLE FOR SPECTRUM, AMSTRAD, ELECTRON, ATARI, VIC 20, C16/PLUS 4 - TITLES WILL VARY BETWEEN FORMATS

MICROVALUE - ADDISON INDUSTRIAL ESTATE, BLAYDON, TYNE & WEAR NE21 4TE TEL: (091) 414 4611





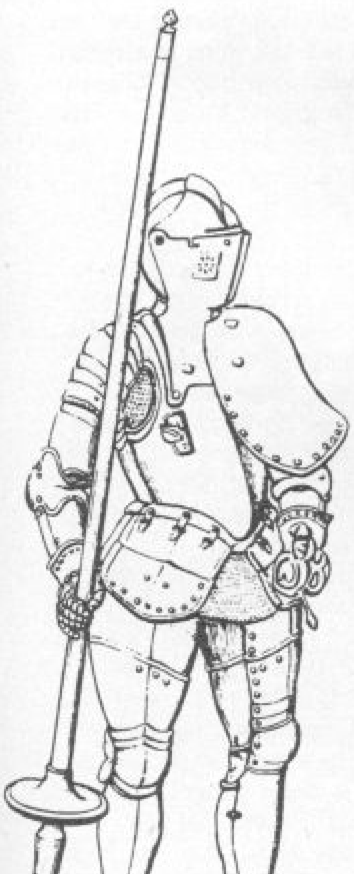
▲ Stage One: take ingredients to Lisa at the cauldron

▲ Stage Two: jump over the ghosts to get the diamond

• OLLI & LISSA



64/128
FIREBIRD
Price: £1.99/cass



Amongst the barren heights and rugged rocks of the Scottish Highlands stands Shilmore Castle, the home of Sir Humphrey the ghost. The castle is under threat of being sold and Olli and Lissa must help save it from a grave end.

To do so Olli, our intrepid hero, must collect eight ingredients, scattered throughout eight different screens of increasing difficulty. All this must be done to help form a potion to enable Sir Humphrey to become invisible and save the day.

The game begins at stage one with Olli getting his first instruction from Humphrey to collect an ingredient to put into the pot. This appears as a picture in a speech bubble above Humphrey's head. Olli must then collect this ingredient before his energy level at the bottom of the screen decreases to zero.

With either joystick or keys you must help our hero to pick up and take the ingredient back to the pot as quickly as possible as your remaining energy will be added to your score.

Logically, you find the second ingredient at the second stage. As before, collect it and take it back to the pot in the first stage.

Pesky ghouls add to your troubles. Wand-wagging wizards, Pacman-like ghosts, and three-legged invaders all try to stop you from your ghostbusting quest.

As you continue through the game the screens get predictably more difficult, making it that much tougher to bring back an ingredient to the pot before the time runs out.

Hugs and kisses from your loved one Lissa will be awarded to you after every successful run — there's an incentive! As with true love, you get nothing for failure — nothing but a blow on the head from Sir Humph.

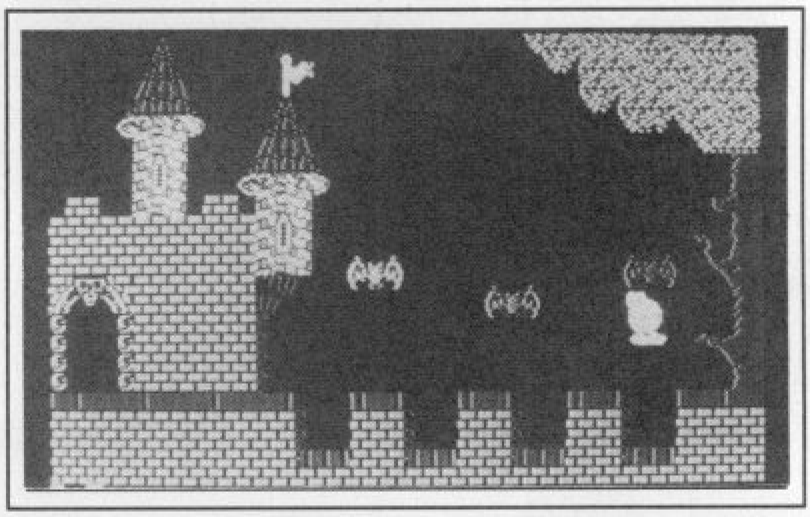
As for the end of the game, the screen is plastered with a giant CONGRATULATIONS and Humphrey does a crazy disappearing and re-appearing dance to a zany tune.

The idea of the game is fairly original although it does depend too heavily on the ladders and platform theme. The graphics are pretty neat with some nicely animated features. I found the game fairly easy and I reckon that it would not be much of a challenge to experienced game players. So it will probably appeal more to the younger gamer.

Firebird is a company that tends to produce a mixture of good and bad cheapo games. *Olli and Lissa,* in this case, happens to be one of the goodies.

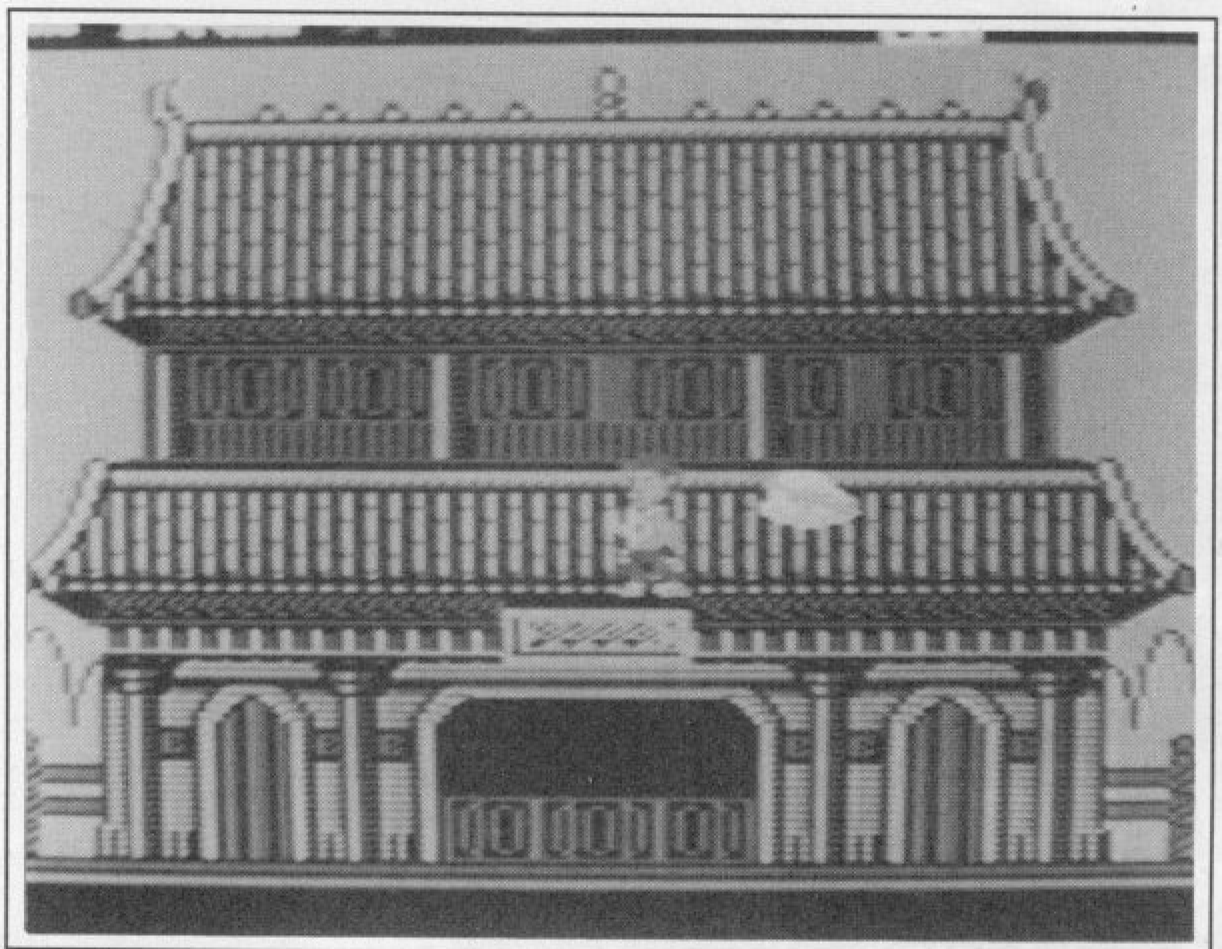
Eric Headley

▼ Dodge the bats outside the castle



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall



Should you complete the first sheet, by killing the required number of guards, you then move on. This time they get harder and several blows are needed to kill special villains.

The next new graphic screen is sheet three, which shows you outside the temple. Here you must jump on roofs while fighting, and be very careful to avoid baddies when jumping down again.

◀ Phew! Made it outside the temple!

Should you get hit more than three times, you lose a life and start fighting again. The game doesn't go back to the beginning again, you start where you left off.

One annoying feature about this is the way that the triad gangs materialise out of small flashing blocks. These blocks can appear without warning, and if you are

● SHAO-LINS ROAD

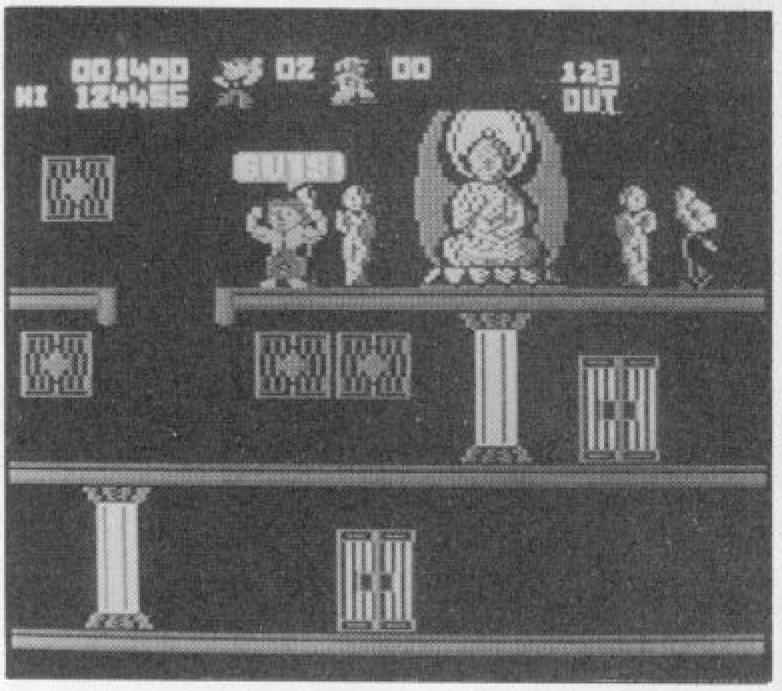
64/128
THE EDGE

Price: £8.95/cass £12.95/disk

Some time back, a game was released into the arcade which was addictive, fast and fun. This game was *Shao-lins Road.*

Unfortunately, it seems that during the conversion from the original to the 64, all three aspects were lost.

The game starts with you, as Lee, the hero about to be mashed by



"Guts!" Shouts Lee — you'll need them ▲

several unfriendly looking dudes. But, as you have mastered the secret martial art "Chin Shao-lin", you should find it doesn't bother you that much.

The guys rapidly approaching you are from triads, these are people who are skilled in the same art as yourself, and they're all black belt 10th dans, believe me.

The triad gangs want you dead for some obscure reason, and not liking this you decide that you'd better escape quick.

On the first screen you are placed inside the temple which, although slightly reminiscent of the arcade, really leaves a lot to be desired.

You can kick the oncoming attackers by pressing the fire button, and can also do a jump kick if you are clever enough. These two ways are the only means of defending yourself. Well, the only two normal ways. The third is magic, which you will be bestowed with after killing a very nasty baddie.

Using magic, your kick movement is replaced by throwing certain magical weapons, be it a knife, crystal ball or energy bolts. You can still jump and move whilst using magic, you just can't kick.

However, you are not protected from blows by these powers, and a kick in the goolies still hurts as much as it usually does!

standing on one, POW!

Another thing is that sometimes you know that you have hit a guy, but he just doesn't die. What a card!

After completing more of the same on level four you go on to a screen which depicts the road of 'Shao-lin' and the outside of the temple. This screen is very difficult and you may well find it annoying as you will keep dying on the same stage for ages.

Shao-Lins Road is a decidedly bad effort, and it seems unreal that a good software house like The Edge could have been the father of this poor offering, especially when they've been working on it so long.

Graphically it is shameful, the title screen is a mess of pinks, reds and whites, and the characters are slower than the 1541.

Soundwise the game has made a remarkable discovery, and all I can say is that it takes a lot of time and money to get SID sounding that bad.

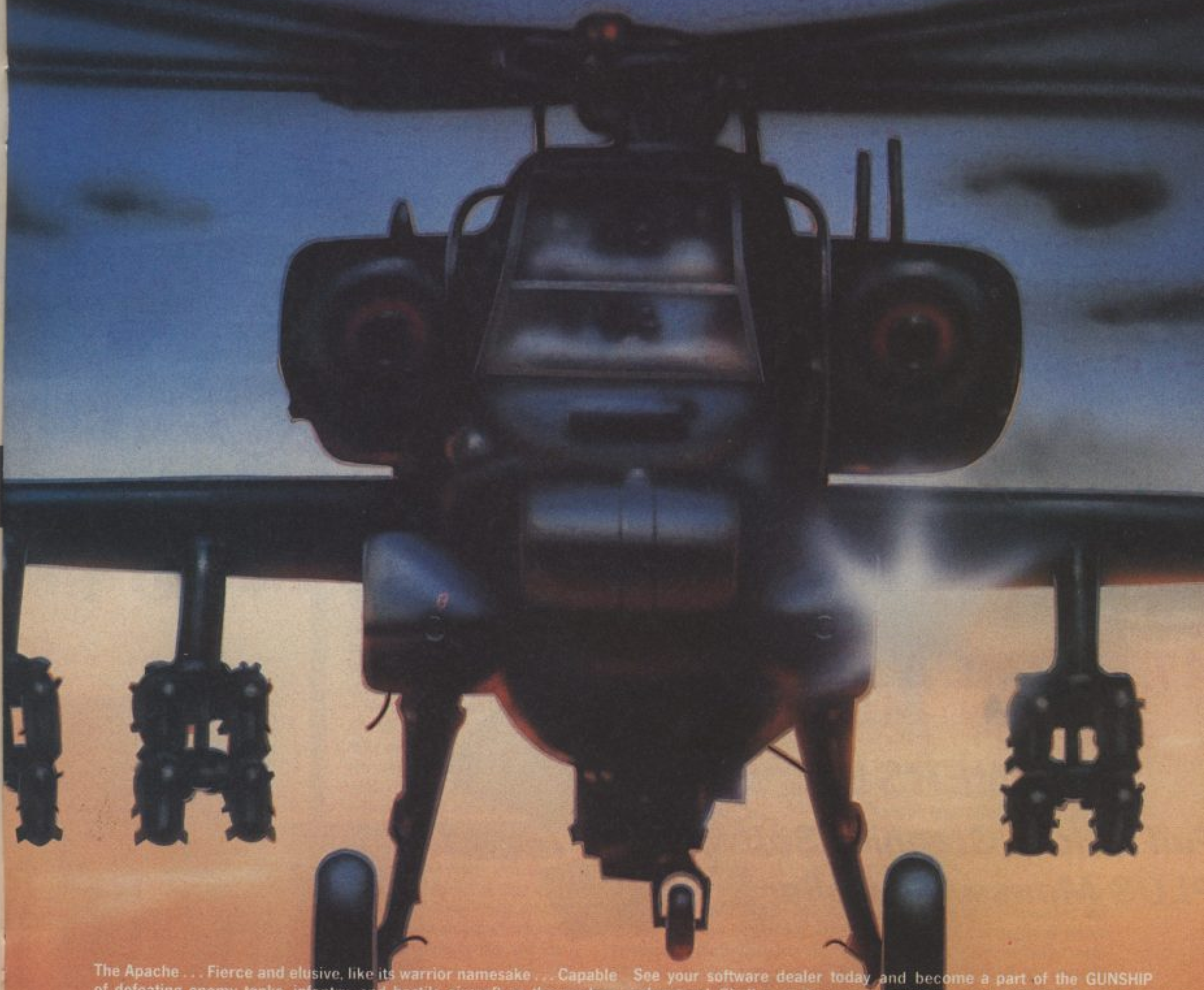
All in all, nothing remotely like the original arcade game, and definitely one to give a miss. On the back of the box it shows pictures from the arcade but tells you that your version may differ. What they forgot are those two little words. A lot!

Chris Cain

Rating	Score (1–10)
Graphics	5
Sound	2
Toughness	6
Endurance	2
Value	4

3 Overall

21st CENTURY WARRIOR:
Apache GUNSHIP



The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

Experience the danger and excitement of attack helicopter action . . . your latest adventure in the ever-growing line of MicroProse Simulation Software.

See your software dealer today and become a part of the GUNSHIP adventure! Challenge the enemy, the sky, and YOURSELF with this extraordinary simulation.

GUNSHIP for Commodore 64/128. Cassette £14.95, Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send_____ copy/ies of GUNSHIP CBM 64/128 Cassette_____ CBM 64/128 Disk_____ Details of the full Microprose range_____

Name (Block Caps)_____ Address_____

_____ Postcode_____

Which magazine have you cut this coupon from? _____

Please debit my Access/Visa Card No. | | | | | | | | | | | | | | | | | Expiry Date_____

Cheques payable to MICROPROSE SOFTWARE LIMITED, 2 Market Place, Tetbury, Glos GL8 8DA I enclose 55p postage and packing.

LOOK FOR THE PLAIN PACK . . .

THAT PACKS TWO PLANES!



THE WORLDS FIRST FLIGHT SIMULATOR WITH MULTI-USER OPTION

Developed from 'Double Phantom' on the BBC, as seen on 'Micro Live' TV.

Runs on single or linked C64's.

(Link cable voucher with program)

£9.95 Turbo Cassette

£11.95 Disc

Locally, or direct, first class post free.

24 HOUR **0903 776000** ACCESS/ VISA

CHEQUE OR P.O. TO: P.O. BOX 66
EAST PRESTON WEST SUSSEX BN16 2TX

DOCTOR SOFT SIMULATIONS

C16/PLUS 4 Centre

Music Makers

Joysticks - Interfaces

Books - Games - Leads - Ram Packs - Utilities

Budget Games - Flight and Sports Simulations

Text and Graphic Adventures - Data Bases

Paint Programs - Graphic Designers - Spread Sheets

Word Processers - Peripherals - Power Packs

Disc Drives - Printers

Anything and everything for C16 or PLUS 4

Send S.A.E. for the new 12 page catalogue.

ANCO

HOTLINE: 0322 522631
(24 hour service)

C16/PLUS 4 Centre, Anco Marketing Ltd.
4 West Gate House, Spital Street,
Dartford, Kent DA1 2EH. Tel: 0322 92513-18

ATTENTION ALL C64/128 OWNERS!

Full Colour Graphics Software PLUS Mouse Controller





Contents may vary from those shown.

ONLY ***£24·99*** ***Cassette***
£26·99 ***Disk*** *+ P&P*

*The **Neos Mouse and Cheese** is a full colour graphic operating system allowing the user to draw and 'paint' on screen by use of icons. The user can select different programs to draw, copy, reverse, colour, fill and mirror image plus many other graphic capabilities*

postronix ltd
A Prestwich Holdings plc Company

SEND YOUR ORDER TO

POSTRONIX LTD.
8 FARADAY COURT,
PARK FARM,
WELLINGBOROUGH,
NORTHANTS NN8 3XY

REG NO:- 2019261

TITLE (TICK) MR. MRS. MISS | INITIALS | SURNAME

ADDRESS

CUSTOMER NO (IF KNOWN)

POSTCODE

OR PHONE
(0933) 677732
24 HOUR ORDER SERVICE

IF YOU DO NOT WISH TO ORDER BUT WOULD LIKE A FREE CATALOGUE FILL IN THIS COUPON AND SEND TO ADDRESS SHOWN

VISA

Please send me

PLEASE DEBIT MY CREDIT CARD

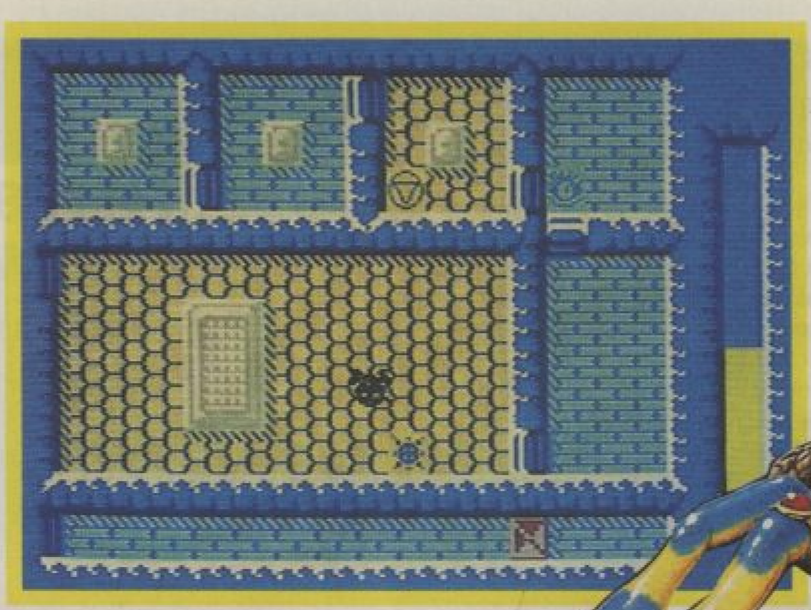
SIGNATURE ______ DATE ______

(OVERSEAS CARD HOLDERS PLEASE STATE EXPIRY DATE)

OR
ENCLOSE CHEQUE/
POSTAL ORDER
FOR £
CHEQUE PAYABLE
TO POSTRONIX LTD

SEE NOTE

TOTAL GOODS	
POSTAGE & PACKING	1.25
GRAND TOTAL	





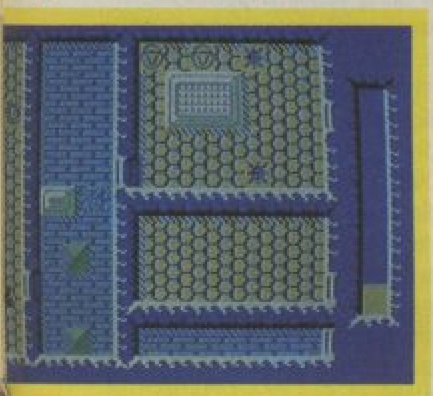
Hop onto the transporter ▲

RANARAMA

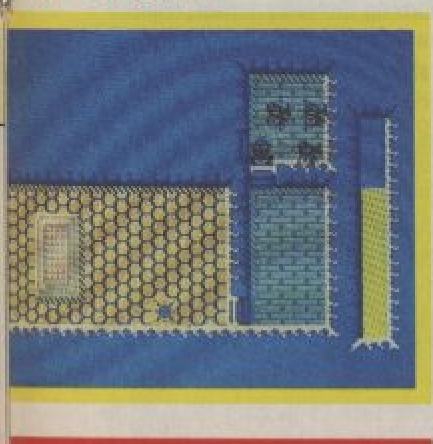
C64/128 HEWSON

Price: £8.95/cass £12.95/disk

▼ Hop for the exit



▼ Neat *Gauntlet* style screens

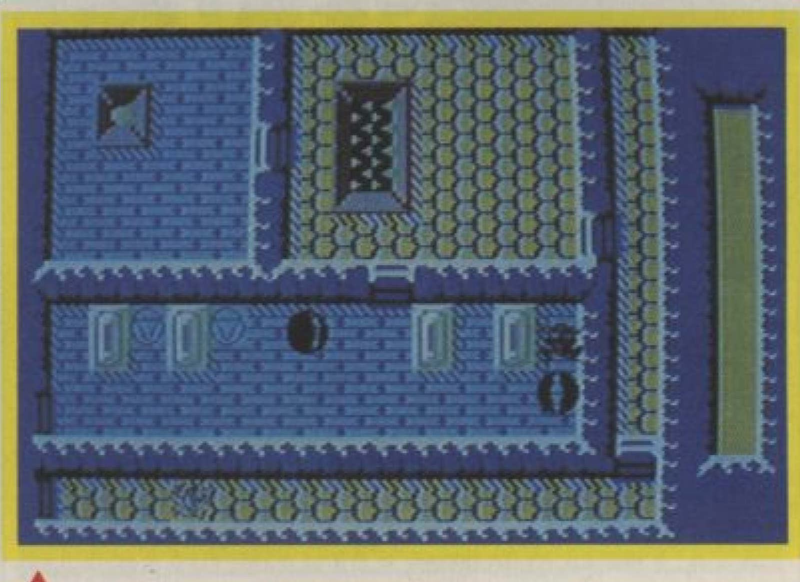


You're a frog! OK, it was the only way to escape the invasion of a horde of evil warlocks. You were the Sorcerer's apprentice and were attempting to concoct a potion to improve your looks but it all went wrong and now you're hopping mad.

As Mervyn the frog, you have to battle through a dungeon of eight levels each consisting of between 50 and 100 rooms full of warlocks and their deadly minions. There are eight Warlocks on each level and by fighting them you aim to defeat them and steal valuable runes with which you can concoct spells that will help you survive the lower levels.

The screen shows an aerial view of each room that will remind you more of *Dandy* than *Gauntlet*, with the critters appearing in black on single-coloured room backgrounds but with one major difference. The rooms only appear when you enter them and even rooms you've already visited appear empty until you step inside them again but then it might be too late. Some rooms contain more than swarming minions and cowering warlocks that will run before they have to do their own fighting; tomb-shaped spell generators that can hurl munching mouths, spinning knives, glistening orbiters and energy balls to zap you and mysterious symbols embedded on the floor.

These symbols or glyphs are essential to your quest and survival as the glyph of power can wipe out a roomful of minions with a press of the fire button. The Glyph of Seeing puts up a map of the level (that you've explored so far), the Glyph of Travel takes you down to the other levels and the Glyph of Sorcery allows you to review your spells and create others if you've collected any runes.



▲ Cornered by the spheres — nasty!

Runes are won during honourable combat with the Warlocks once you've cornered them. This leads you to a sub game in which the letters of the word RANARAMA are jumbled up and you have only a few seconds to unjumble them. Complete the puzzle in time and you have the opportunity to collect four runes before they evaporate. If you lose, you die. Tough.

You begin the game with the lowest spells in three of the four categories that decide your offence, defence and effect capabilities and two power spells that represent your energy (and lives). Using the runes you've collected you'll be able to replace these low level spells with stronger spells, such as MISSILE and PLASMA BOLT offensive spells, and SHIELD and WALL defensive spells backed up by PSYCHIC and SYMBOLIC power spells. It's vital to keep these spells in balance as an eighth level offensive spell (the highest you can go) would drain the first level power spell (MORTAL) in seconds.

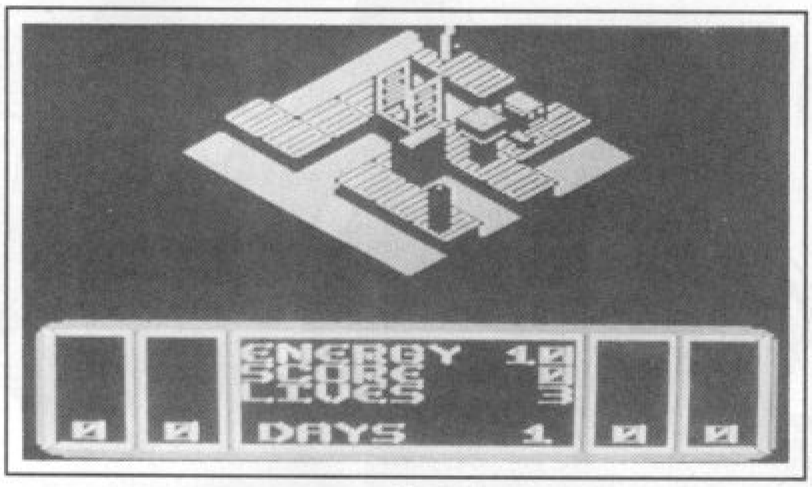
No amount of runes and spells will save you if you're ambushed and attacked by the hordes of minions that protect the warlocks. These increase in strength and power the lower they lurk in the dungeon. You can fight them off with your offence spells but you must ensure you've got a strong enough spell. It's pointless trying to take on a ghoul with a level one ZAP spell as this will only annoy it more.

Steve Turner is best known for his Spectrum games such as *Avalon* and *Quazatron* but this, the first to be converted for the 64, will find a new group of Turner fans waiting to delve into his latest chartbuster.

Tony Hetherington

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

8 Overall



▲ Ultimate-style screens.

64/128
MASTERTRONIC
Price: £1.99/cass

•S.O.S.•

Sydney the droid is in big trouble and so is the scientist, Foley, who sent him on mission 2000.

The job was simple enough. Just fly over a ruined city and take some pictures. Too simple in fact to send a billion dollar biomech-1 droid, particularly if you haven't taught him how to fly the plane. Naturally he crashed and now Foley is in big trouble because if he loses the droid he loses his kneecaps.

Luckily, Sydney has a standard survival kit and has you to guide him through the maze of the ruined city and to his radio which he can then use to call for help. Unfortunately, the city is not as deserted as you think and is patrolled by droid eating robots and his path is constantly blocked by fences, barriers and weeds.

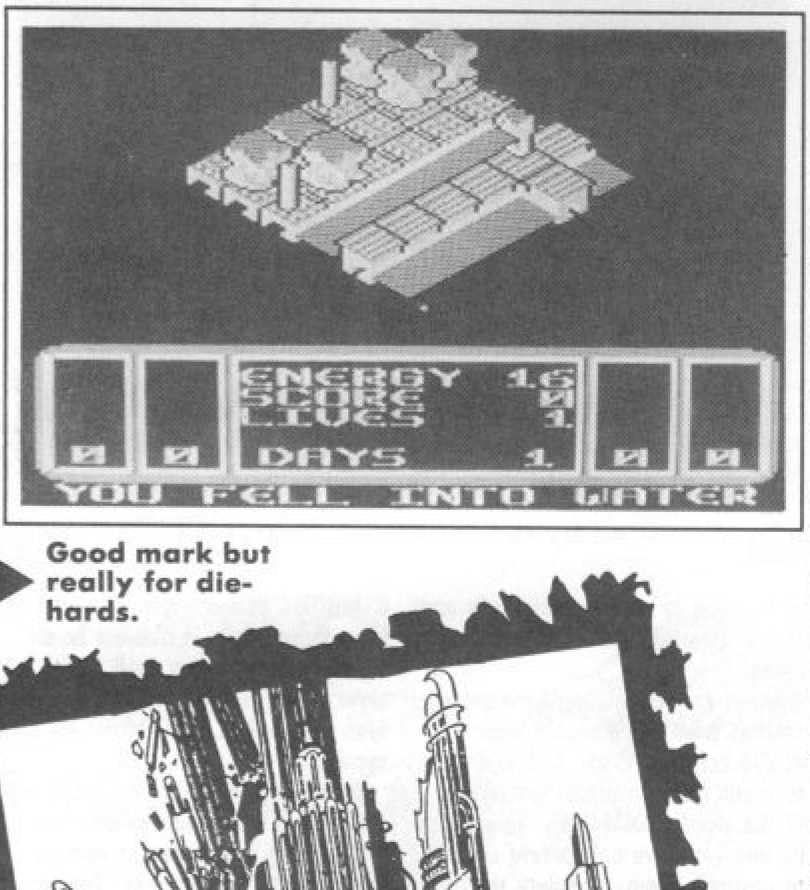
Sydney is controlled by either joystick or keyboard but uses the more difficult rotate left, right and forward method rather than direct control. This shouldn't hold you up too much and soon you'll have Sydney hopping through the maze that occupies only a fraction of the screen. Below it is a panel that displays your lives left, energy, score and number and type of objects found.

To get past the fences, barriers, weeds and giant computers that block all the important routes you need to find the correct objects. For example to get past a barrier you need a ticket that can be got from a ticket machine as long as you've found a coin to pay for the ticket. That gets you past one barrier, for the next barrier you need another ticket and so on.

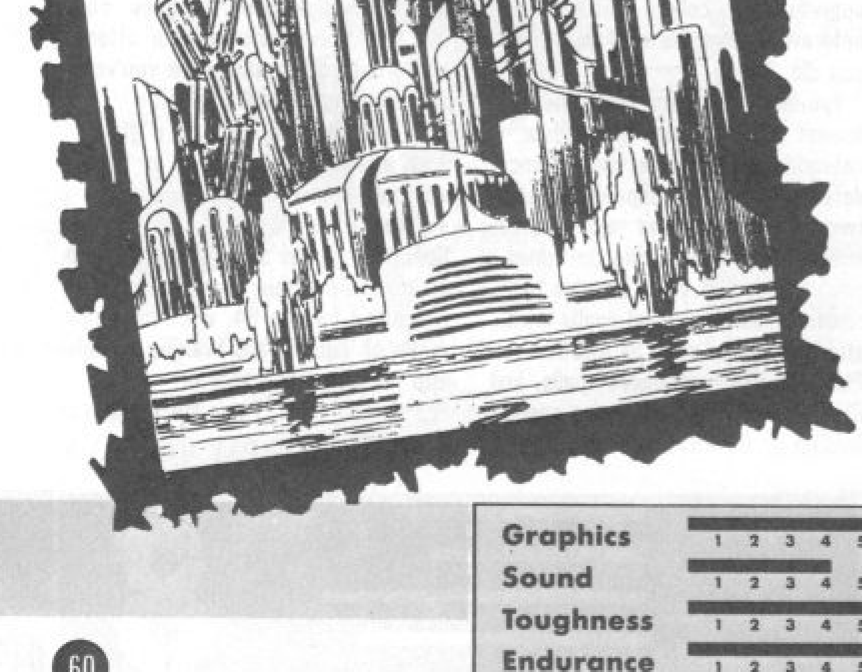
Just when you think you've got the hang of it and are beginning to learn and avoid the robot's routes, the screen goes dark! At times it goes completely black as night descends. It soon gets light again but during that time it's too easy to walk off the path and into trouble or straight into a robot. Consequently, you must interrupt your main quest to find somewhere safe to stand and wait for morning. This adds a new twist and life to the old find the objects to get through the maze game.

As cheapos go this is a fairly standard affair to keep you going for a few hours. Only bored arcade adventurers need apply.

Tony Hetherington



▶ Good mark but really for die-hards.



Graphics	5
Sound	4
Toughness	7
Endurance	7
Value	8

6
Overall

64/128
CRL
Price: £6.95/cass
£14.95/disk

Any resemblance between *Sun Star*, a strategic shoot 'em up from CRL, and *Mutants*, a strategic shooot 'em up from Ocean, is of course purely coincidental.

Mutants features a highly-manoeuvrable spaceship zooming around the 16 zones of the Survivor Zero Corporation, collecting self-destruct components and avoiding the destructive zone walls. Whereas *Sun Star* features a highly-manoeuvrable spaceship zooming around the 16 grids of the Xxarion Star Corporation, collecting energy crystals and avoiding the destructive grid walls.

Mutants features limited, abstract graphics, which are more than compensated for by variety of gameplay, whereas *Sun Star* features extremely limited, abstract graphics not compensated for at all.

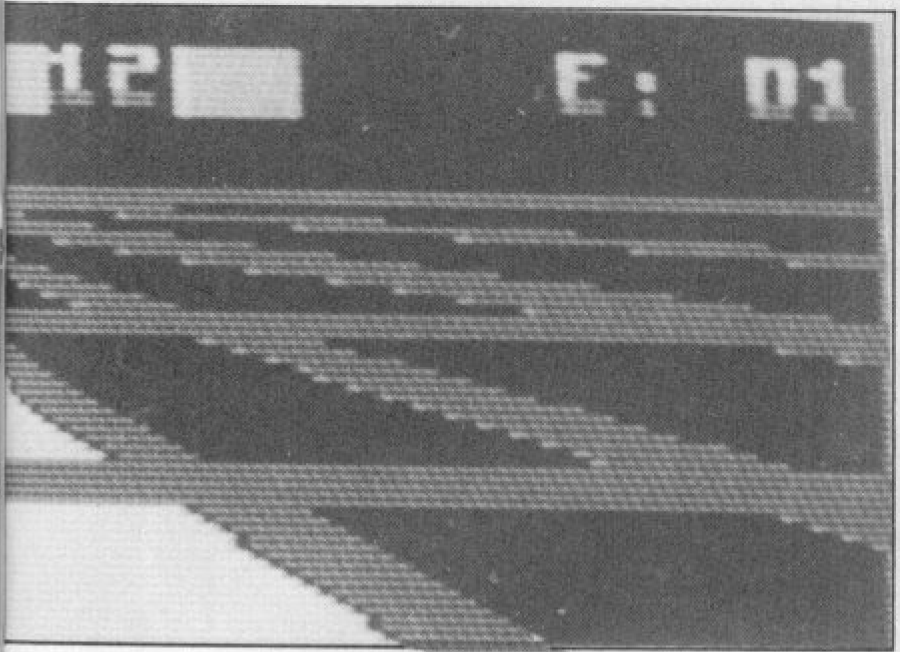
Of the two, *Sun Star* should have been the more enthralling, because instead of giving a distanced, overhead view of the action, it puts you right there in the cockpit, down where all the action is, looking out on all these disrupter pulses and obstruction pulses rushing towards you.

But the disrupter pulses aren't terrifically exciting to look at. To be blunt, they're only coloured squares on a large grid which recedes into the distance. Glenn Cassim, the programmer, didn't exactly bust a gut over his graphical depiction of these energy-giving solar crystals, orbiting round the suns of the 22nd century.

The aim of *Sun Star* is to fly between the walls (blue squares) and obstruction pulses (yellow squares) of the solar energy grid, chasing the fast-moving disrupter pulses (white squares). When these are zapped, they shoot off to some other part of the grid, leaving behind a mobile energy crystal (green square) and sometimes a deadly energy pulse (red square). The green squares are to be collected as soon as possible, the red squares — like the blue and yellow ones — to be avoided.

If you succeed in collecting ten green crystals before your energy banks are empty, then there's the fearsome task of passing through the

SUN STAR



revolving warp gate to contend with, followed by a quick zap at the hyperwarp cell (which is — wait for it — an orange square). This will transport your craft to the next exciting grid where, presumably, you can do the whole thing all over again.

As if getting the hang of all the different coloured pulses wasn't enough, the screen layout has been designed to maximise frustration. The 3D display across the top, which alters with every move of the joystick, shows only the view ahead, while the overall grid scanner to bottom right gives a bird's eye view of the entire area. To bottom left is a short range scanner for nearby targets. So at any one moment you've got three scanners to watch, each with a differing viewpoint, all of them grouped as far apart as possible.

The icing on the cake is the data instrumentation panel which is positioned between the two lower screens, cunningly constructed so that very little is legible at a glance. Once deciphered, it tells you how many crystals have been collected, how little energy remains, and what the previous high score was. It tells you other things, too, but those aren't important.

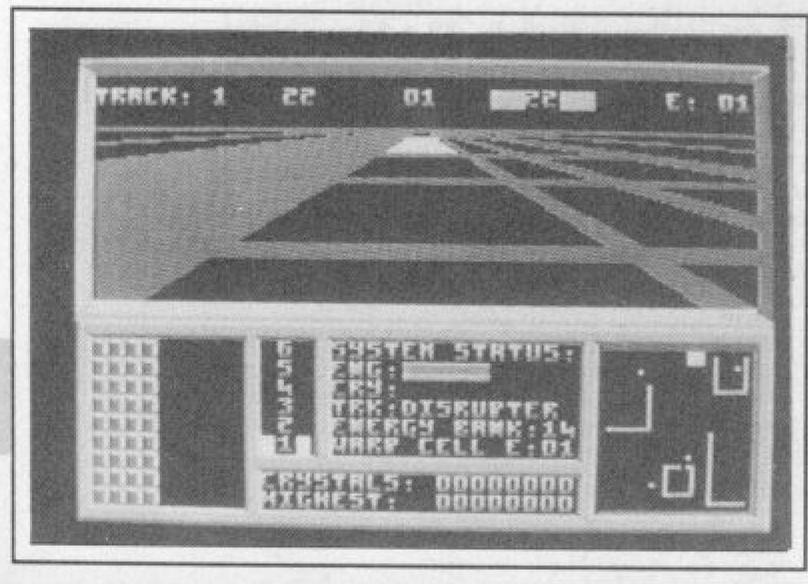
Sun Star is an absolute bitch to play at first, though after an hour or two it is, surprisingly, fairly playable. It's just not sufficiently interesting to reward such efforts.

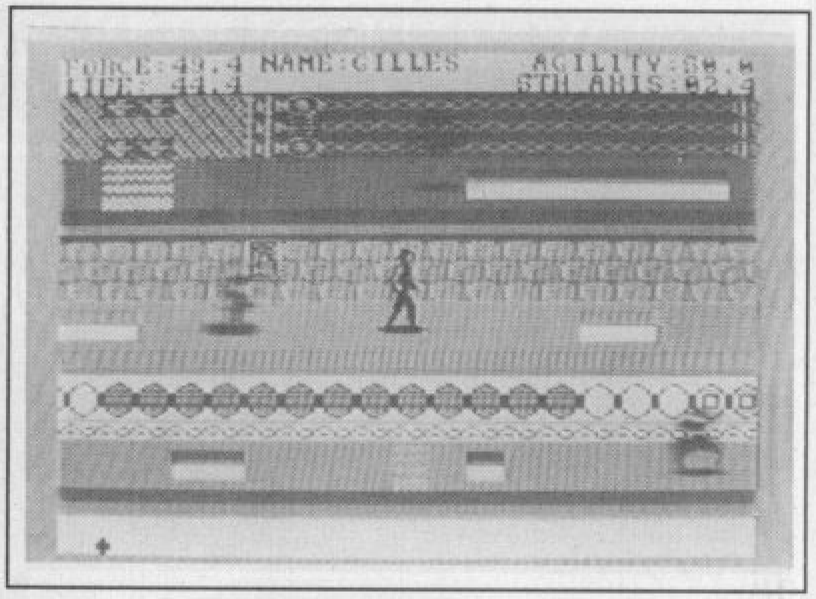
Dodgy graphics, boring sound effects consisting largely of roaring noises, irritating gameplay and no variation at all — *Sun Star* is off-target all the way.

Bill Scolding

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	4
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

Get stuck into this one if you can.





Save the world Impossible Mission fans.

FIFTH AXIS

64/128
LORICIELS
Price: £9.99/cass

Oh dear . . . because some old professor has been playing around with a time machine, I (and you if you buy the game) have to go and risk my neck for the sake of civilisation.

To save the world, I have to go into this professor's lab and pick up the artifacts he acquired whilst on his time travels.

This lab is about 10 levels high. On the floor there are artifacts to be picked up. When you pick up something, your percentage rating rises by around two percent. You will also notice other shapes on the floor. These are lift passes which enable you to be transported over any large hole in the floor without falling down a level. There is also another form of lift, you will not need a pass for these, they have the simple action of taking you up a level.

All this sounds unbelievably easy, but remember I haven't told you about the cyborgs yet, walking heaps of scrap metal who bash you around the head causing your endurance level to drop rapidly, and give you a headache — didn't those fools at HQ think of giving you a can of Castrol GTX or even a simple laser?

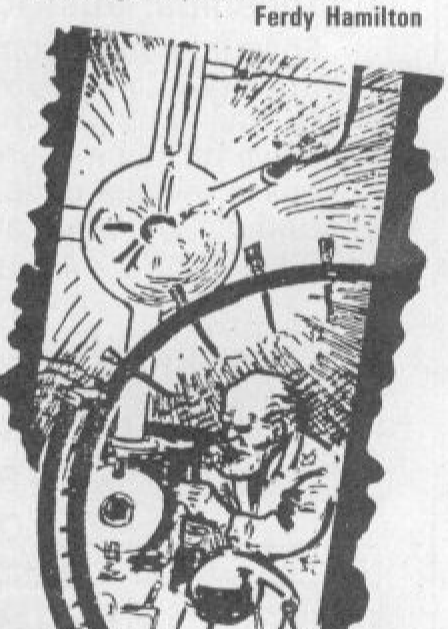
When battling with the cyborgs, you must either kick or punch them until their energy drops to zero, or simply boot them down one of the holes in the floor. Killing a cyborg also causes your percentage rating to rise a few decimals. When you get this up to 10 you can attempt to replace an artifact.

When you do, you'll be transported to the correct time zone and given the chance to replace one of the ten articles. You must dodge boulders crashing down on to your head. When you've done all that, you will be transported back to the above, nine more times.

Fifth Axis is extremely similar to *Impossible Mission,* even the characters have the same animation. But, as is the case with any classic, be it film, book or computer game, the imitators pale next to the original.

That's not to say that this is a lousy rip-off. It is not, it's a totally different game in its own right. But in all fairness it is just too mediocre in every way: graphics, sound and gameplay. I'd look elsewhere for a good arcade adventure, and if you haven't got *Impossible Mission* . . .

Ferdy Hamilton



Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	5
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

● AMAZING NEW 'TOTAL BACKUP' CARTRIDGE FOR COMMODORE 64 AND 128 (IN 64 MODE) ●

NEW ACTION REPLAY V.3 FROM DOSOFT UNSTOPPABLE 'TOTAL BACKUP' CARTRIDGE

OUR NEW INNOVATIVE HARDWARE AND SOFTWARE COMBINATION GIVES YOU MORE POWER, MORE FEATURES, MORE FUN!!

Action Replay V.3 is now more powerful, has more features and will back up more programs than any competing cartridge! It handles the latest protected games!

Just plug it into the expansion port then press the Magic Button! Our new hardware design makes this absolutely unstoppable. Now you are in complete control. Tape to tape. Tape to disk. Disk to disk. Disk to tape. No special knowledge is required. It tells you exactly what to do. It's so friendly– and it's a lot of fun too!

Become invulnerable! Action Replay V.3 now has a SPRITE KILLER. Play weird games! The unique SPRITE MONITOR lets you save sprites from one game and load them in another! The mind boggles!



Nothing else offers all these features at this price!

■ **Mega-Freeze**
Freeze and save ANY working program—the Magic Button is unstoppable—unlike other cartridges. Also it is now undetectable by software!

■ **Independent**
All programs reload without cartridge—and at turbo speed —tape or disk.

■ **Extra Fast**
Make all backups at Turbo Speed— much faster than rival cartridges. Dual speed Tape Turbo is up to 3 times faster than commercial Turbos 10 times faster than Commodore.

■ **Super Compact**
Intelligent compacting techniques minimise program size into single files. Save 3 or more per disk side.

■ **MultistageSaves**
Transfers MORE multistage loaders from tape to disk than any other. And all parts Turbo load—another feature unique to Action Replay.

■ **So Easy to Use**
Action Replay V.3 is a delight to use. All functions described on screen. No user knowledge is required.

■ **SpriteControl**
Unique Sprite Monitor lets you disable them. Save them! Change them!! Customise your games!!!

■ **Picture Save**
Unique! Save ANY Multicolour Picture, including title screens. Compatible with Blazing Paddles, Koala, Graphic Slideshow etc. Built-in Slideshow for tape users.

■ **Disk Fastloader**
Superb bonus feature loads five times faster. Takes up NO memory.

■ **Code Inspector**
Look at whole memory—program, registers, etc. Everything you need.

■ **Compatible**
Fully compatible with Commodore 64, 64C, 128 and 128D in 64 mode, 1541, 1541C, 1570, 1571 and Enhancer Drives, CBM compatible tape recorders, FastDOS, and Turbo ROM—can the others say that???

£29.99 GET MORE FOR LESS!

Buy Action Replay with DiskMate in ONE cartridge ONLY £39.99

Action Replay and DiskMate are also available from Datel Electronics

DiskMate Cartridge V.2

This is the way Commodore should have their DOS. Single keystroke commands: e.g. LOAD and RUN straight from directory, and much, much more! Works with all drives: 1541, 1570 and 1571.
● 2 minute complete Backup ● Very fast disk functions ● Invisible ● Toolkit ● 10 second Format ● Powerful 'Floating' Monitor ● SAVE "@Ø:" bug cured ● Takes up NO memory ● Unstoppable reset

£14.99 TERRIFIC VALUE

Buy DiskMate with Action Replay in ONE cartridge ONLY £39.99

100% SUCCESS? WE ASK: WHO'S KIDDING WHO?

Action Replay V.3 will back-up ANY program which ANY other cartridge can—and much more! It also has unmatchable features. For instance, 'Freeze Frame' uses more disk space, saves SLOWER, has a SLOWER tape loader and has NO built-in disk fastloader, NO picture, NO Sprite, NO restart-features, yet costs £10 more!!! So, come on, who's kidding who? If Action Replay V.3 doesn't live up to our claims, return it within 7 days of receipt and you can have your money back!

Graphics Slideshow

View pix from games, graphic packages or loading screens singly or in sequence. 16 pictures per disk. Turboload. Disk only.

LOOKING GOOD AT £4.95

SPECIAL OFFER!
Enhancement and Slideshow on one disk ONLY £11.95

Enhancement Disk

Get even more from Action Replay with this Bonus Disk to back up the new non-standard multi-stage loaders.

GREAT VALUE AT £7.95

Our cartridges carry a twelve month guarantee against mechanical failure.

SUPER SOFTWARE SALE
Buy NOW and SAVE! SAVE! SAVE!

The DoSoft Collection
UNBEATABLE OFFER The latest versions of MegaTransfer, MegaUtility, MegaTape and ProSprite ALL on One Disk
HALF PRICE £12.50 WOW!

DoSoft Super Disk Kit
AS ABOVE but with 12 Xidex Precision Boxed Disks. A great start to get your programs on disk at a giveaway price!
SAVE! SAVE! SAVE! £19.99

Mega MegaTape Savings
OUR FAMOUS Tape-to-Tape utility for one Datassette at an unbeatable price.
BUY NOW £5 BRILLIANT!

Xidex Precision Disks
From the WORLD'S LEADING SUPPLIER— 12 Double Sided, Double Density 5¼ Disks complete with sleeves, labels, tabs and FREE high impact plastic storage box
TWELVE FOR ONLY £8.50!

How to get your DoSoftware

Please send cash/cheque/P.O. with order for fast despatch (SAE only for full details). Send off now to:
DoSoft (Dept CU), 2 Oakmoor Ave, Blackpool, FY2 0EE
UK Postage included. Europe add £0.75, or £2 if order includes Blank Disks. Overseas add £1.50 for Airmail, or £3.50 if order includes Blank Disks.

DoSoft

You'll Do it Better with DoSoft

TAPE TO DISK ● TAPE TO TAPE ● TAPE TO DISK ● DISK TO TAPE ● DISK TO DISK

HARDWARE TRANSFERS MULTI-PARTS ● DUMPS HI-RES SCREENS

● FAST DISK UTILITIES ● LOADERS ● 2-MIN DISK COPY ● FAST DISK FILE COPY ● FAST FORMAT ●

In the numbers war you can win with

Polynomial

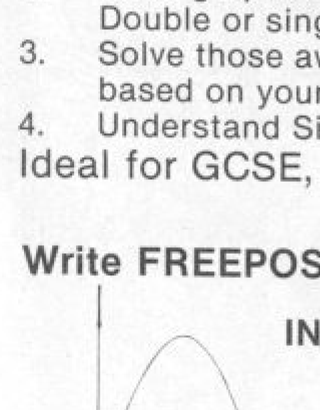
A Computer Aided Analysis Program for the Commodore 64/128

Polynomial is a self contained menu driven mathematics program which can really help you win your war against numbers. Polynomial has been specially written to allow you to play with numbers, draw graphs and investigate mathematical relationships. Just look at what Polynomial can do for you:

1. Solve your most complex equations (max order 99) Polynomial can find Real and Imaginary roots.
2. Draw graphs of all your polynomial equations. As many as you like all on the same screen. Double or single axis plots possible.
3. Solve those awkward experiments. Plot all your results on the screen. Calculate accurate curves based on your data. Full Polynomial graphics available.
4. Understand Simultaneous equations. Solve 2, 3 or more equations with the help of Polynomial.

Ideal for GCSE, 'A' level and Degree studies. Send for your copy of Polynomial now!

Write FREEPOST to:



INSIGHT SOFTWARE
FREEPOST
P.O. BOX 27,
BASINGSTOKE,
HAMPSHIRE,
RG22 4BR

FOR AS LITTLE AS **£14.95** YOU GET: POLYNOMIAL AND A MANUAL SUPPLIED IN AN ATTRACTIVE PROTECTIVE CASE. FREE POST AND PACKAGING.

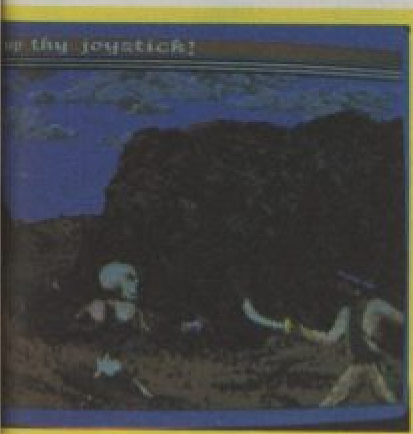
Insight Software Systems Limited

PLEASE SEND ME .... COPY(IES) OF POLYNOMIAL
TICK AS APPROPRIATE ☐ CASSETTE £14.95 ☐ DISC £19.95
☐ CHEQUE ☐ P.O. CU
NAME ....
ADDRESS ....
....
SIGNATURE .... DATE ....
PLEASE ALLOW UP TO 28 DAYS FOR DELIVERY.



SINBAD • AND THE THRONE OF THE FALCON

Amiga
MINDSCAPE
Price: £29.95/ disk only



Get to grips with a few skeletal nasties, á la Jason and the Argonauts



With the quality of graphics and sound that the Amiga is capable of producing, it really ought to be THE arcade games machine. It has more colours than any other comparable machine, and stereo sound of near synthesiser quality.

This is not the first excellent game Mindscape have produced for the Amiga. *Defender of the Crown* was graphically the most stunning game I have ever seen, but unfortunately it had little, if any, gameplay and was therefore relegated to the back of everyone's disk box soon after purchase.

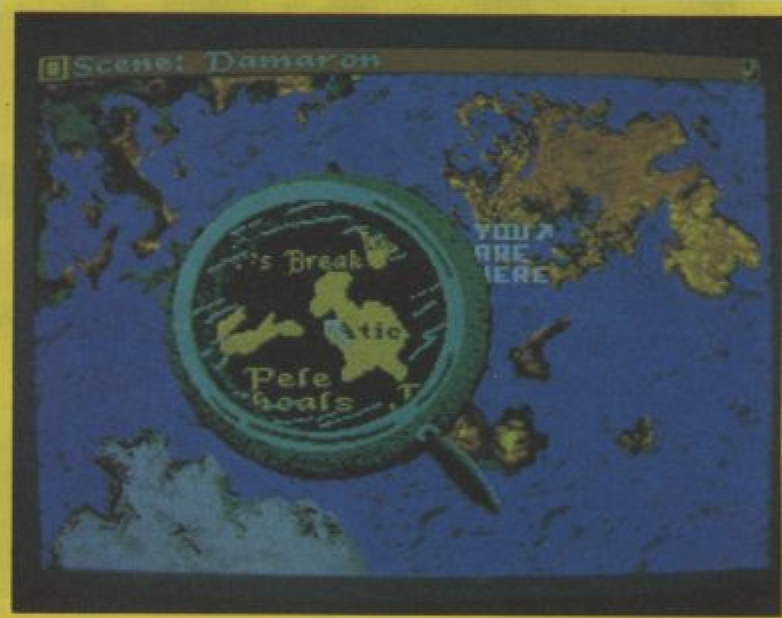
With Sinbad, Mindscape have taken a different approach. They've compromised a little on the graphics, and instead have set out to produce a game that will be genuinely enjoyable for more than just a few minutes.

Taking on the role of Sinbad, it is up to you to battle with the forces of evil until you have saved the world from such monsters as the Pteranoxos and the Black Prince, by no means an easy task.

Controlling Sinbad requires both a mouse and a joystick, with all non-action parts of the game relying heavily on the Amiga's WIMP (Window, Icon, Mouse, Pointer) environment, and therefore only playable using a mouse.

As you'd expect from a game based on an Arabian Knight, and in particular Sinbad, most of the game is spent travelling around a world inhabited by a variety of mysterious characters; some good, some bad, and not all of them invariably well portrayed by the team of artists used on the game. Moving around is achieved by moving the pointer around a map of the world, zooming in on any particular area, until you find the town or island which you want to visit, and then telling your band of merry men to go.

For the novice player, the best way to get into the game is to travel randomly around, questioning any characters you might come across, until you die, then noting down important locations.



Choose a location to visit in the world by moving a pointer around the map

At first, much of the game seems to be static action, with little, if any, real player participation. Soon, however, you and your band of crusaders come upon a variety of circumstances that would put a strain on even the most adept arcade fanatic. The first major confrontation is the Black Prince. Armed with only your characteristic curved sword, you must slash your way past this half man/beast (*half biscuit? Ed*).

Commodore 64 owners, used to small sprites, will be stunned by the size and quality of these characters, which take up well over half of the screen and are perfectly animated. Add to the graphics some realistic metal on metal sounds, and the splash of blood as your blade makes contact, and you have one of the most impressive fight sequences yet seen on a micro.

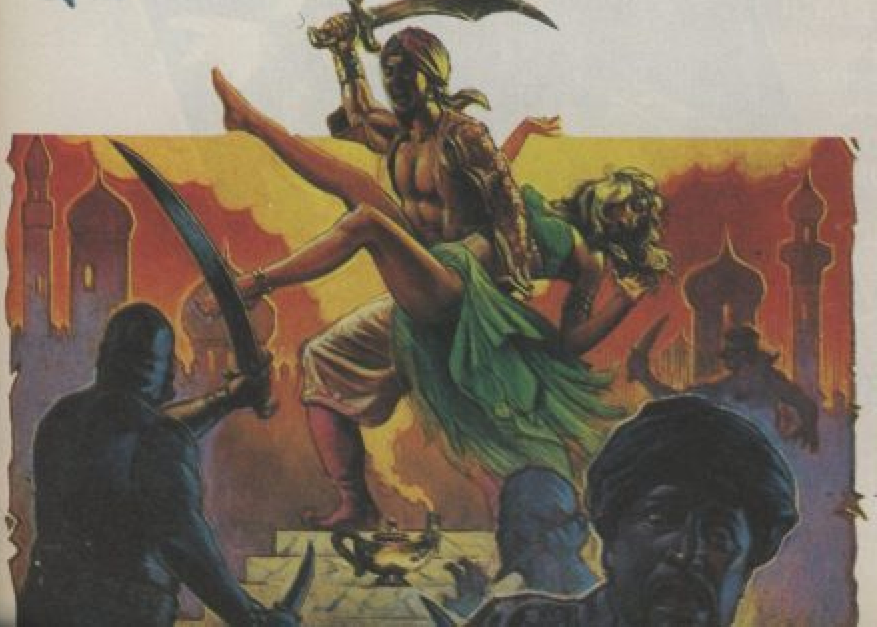
As well as sword fighting, later challenges include shooting the Pteranoxos with a crossbow, killing the Cyclops with a sling (and some deft shooting!), and leaping from ledge to ledge to escape a vast earthquake. If this all sounds too difficult, fear not, for there are people willing to help, as long as you find them. In particular, the Genie can prove very useful in a tight spot.

To complement the excellent graphics, the game also has a catchy soundtrack and good spot effects that use the stereo capabilities of the machine well.

Overall, *Sinbad and the Throne of the Falcon* is one of the best games yet produced for the Amiga, it may not quite be the prettiest, but it has a great deal of depth, and should keep most gamesplayers happy for many hours. Nevertheless, it's still clear there's plenty of room in the Amiga yet.

Francis Jago





A good example of just what the Amiga can do with a game



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

7
Overall



ocean
DIGITAL INTEGRATION
ACTIVISION
HOME COMPUTER SOFTWARE
They sold a
MILLION
#3
FIGHTER PILOT
RAMBO
FIRST BLOOD PART II
FOUR
No.1 BLOCKBUSTERS
in this NEW
games compilation
KUNG-FU MASTER
THE OFFICIAL COIN OP GAME
GHOSTBUSTERS
Featuring:
ARIEL DOGFIGHTS
JUNGLE COMBAT
MARTIAL ARTS
and of course...
GHOSTBUSTING!!
All in one special
twin – cassette
pack for your
COMMODORE
SPECTRUM
or
AMSTRAD
FROM ALL GOOD
SOFTWARE DEALERS
The Hit SQUAD
SPECTRUM
£9·95
COMMODORE
CASSETTE
£9·95
DISK
14·95
AMSTRAD
CASSETTE
£9·95
DISK
14·95
THE FINEST
FROM THE BES



Delivery boy McMahon looks as if he's lost his, er, bottom.





The only thing that really impressed me about this version was the graphics. The programmer, Joerg Dierks of Kingsoft, has done a good job with the diagonally smooth-scrolling screen, but you still get a box around the sprites — a common fault in C16 games which only Gremlin seem to have overcome.

PAPERBOY

C16 and Plus/4
ELITE
Price: £6.95/cass









If you haven't heard of *Paperboy* you must have had your head down the toilet for the past six months, in which case I'd wash your hair before reading this.

Paperboy was a huge megahype game for Atari in the arcades and pubs before Elite snapped it up to produce it for Spectrum, C64 and now C16 owners all over the world. It is rumoured that profits from sales of the game have topped the gross domestic product of Finland and the CU Editor's salary put together.

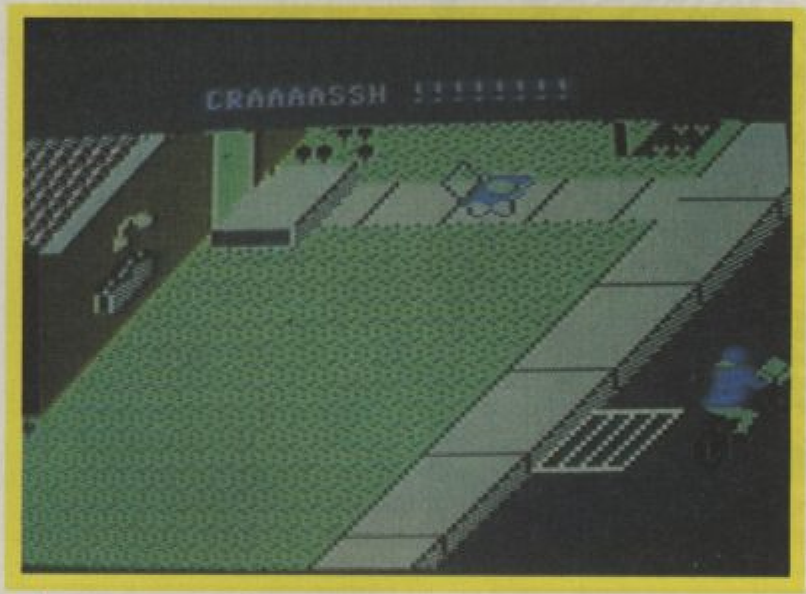
The object of *Paperboy* is to ride your BMX through the streets of suburbia flinging the dailies at the doors like they do in the USA. They'd never stand for it in North Malden.

Before you get pedalling you are provided with a map which tells you which householders like to find their copy of the The Daily Blarg blowing across the garden; and who would rather walk to the newsagents.

Then it's just a question of chucking the rags so as they hit the doors, for which you get 250 points. You miss, you get nothing. What's more you have to watch out for balls, parcels, supermarket trolleys and raving loonies who get in your way. If you hit one of these you lose one of your three lives.

The looney is worth losing a life over for the sheer satisfaction of running him down. Elite say the supermarket trolley is supposed to be a Sinclair C5, to me it looks like a supermarket trolley.

The one overriding snag is that it's all a bit too easy. Getting the papers to hit the doors is tricky at first, but avoiding the obstacles is a piece of cake. If the game is going to work it either needs more obstacles or they will have to be more awkward to avoid.



Onto the road where more perils are waiting.



Paperboy — big licence, average game,

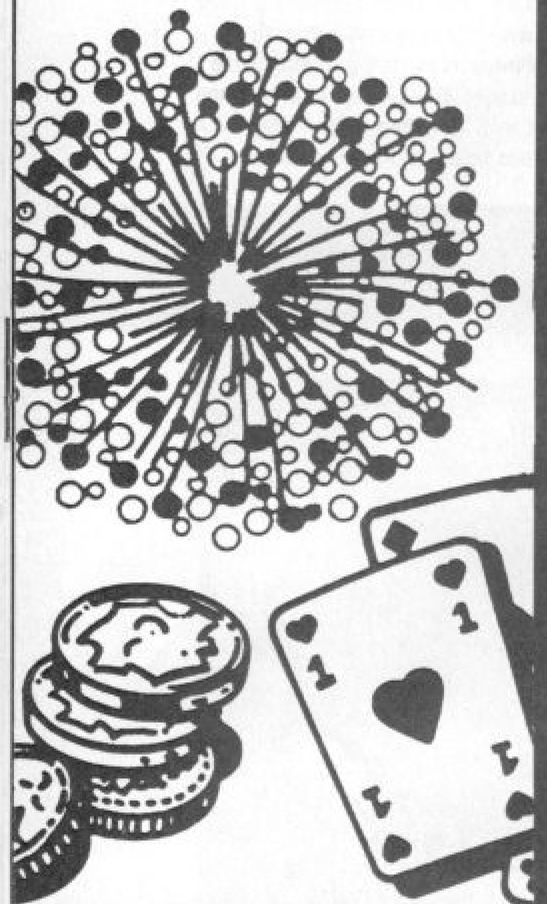
If Elite can improve on the toughness and sort out the other shortcomings though, *Paperboy* promises to be well worth another look.

Ken McMahon

Graphics	7
Sound	
Toughness	4
Endurance	6
Value	5
Overall	**6**

MOLECULE MAN

C16 and Plus/4
MASTERTRONIC
Price: £1.99/cass



If you was born yesterday or if this is the first time you've bought CU, then you obviously haven't heard of a software company called Ultimate. This particular company designed a few games that were played in three dimension and you didn't have to use those funny glasses. The 3D look is presented by viewing the playing field from a raised position from one of the diagonals of the rooms that your are currently in..

The amazing thing about the games from Ultimate was that you could see your character going in and out of the surrounding objects. Unfortunately, *Molecule Man* hasn't got any fancy under and overlap routines, but it still has a reasonable 3D effect.

Apart from the 3D graphics the most shocking news is that *Molecule Man* comes with 256 rooms and as each room is a 7 x 7 grid, that means there are 12,544 squares in total. In other words, if you wanted to map it you'll need a 112 x 112 grid of squares and about six months to spare — anybody who maps it deserves a gold Blue Peter badge.

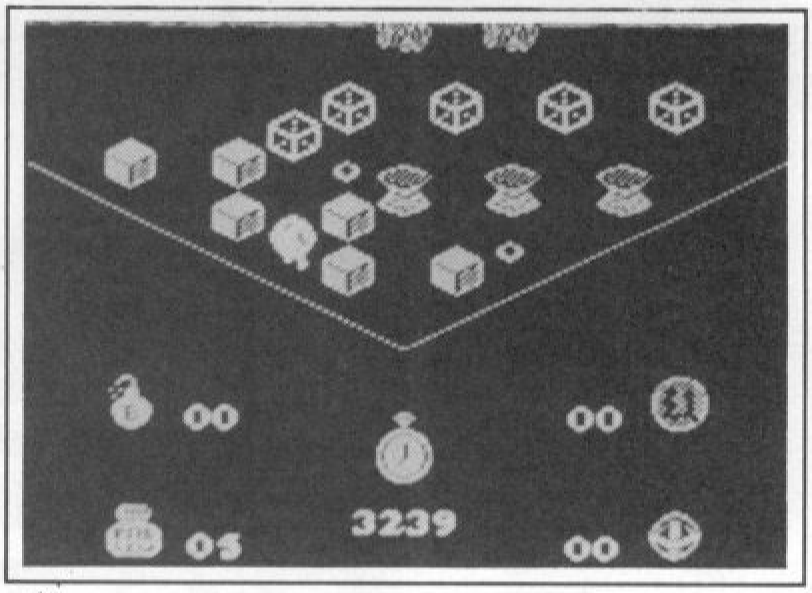
You control the *Molecule Man* with only one aim and that aim is to survive. Trapped in a maze of overturned stools, cabbages, gold bars, Rubik's cubes, cheese wedges, mushrooms, bollards, playing cards, gyroscopes, bombs, pill vending machines and coins. So what do you do? Grab some grub and have a picnic with an enegue (I game it that name, I hope the author doesn't mind), it's a sort of monster that coninuously pulls funny faces.

Actually, you're meant to charge around collecting any coins you find on the floor and buying life-saving pills, to stop your character from kicking the bucket, from vending machines. After you've built up your life length you must buy a bomb from a vending machine with a bomb in it, with this you can blast away bits of the maze so that you can get a gyroscope — you're to collect 16 of these gyroscopes to activate a teleporter that presumably saves you.

But there is a catch, Catch 22 you might say, if you do buy a bomb and get a gyroscope, the chances of you finding another coin and pill vending machine soon enough are very slim.

I must warn any potential buyers that though the instructions state that *Molecule Man* can be played with joystick, I've found that it can't be, so don't come crying to us. It's not that I mind using the keys but Mastertronic can be guaranteed to have plenty of abuse bellowed down the phone from angry buyers.

The graphics are very well done and your character, a bubble on legs, is well animated. The colouring is



Huge arcade-adventure.

MASTER CHESS

C16 and Plus/4
MASTERTRONIC
Price: £1.99/cass



How many of you watch chess on TV without falling asleep? Don't get me wrong here, I'm not slagging the game off, it's just that I can't stand watching othsrs play.

I feel sorry for all those poor people who decide to watch that pair of Russians — about one move a day I think it was.

I must confess that it took me four attempts to beat the computer but my friend Murat 'Balboo' Aydin (*Oi! This isn't a request show — Ed.*) smashed the computer on his first game. The problem with the computer's method of play was that it wasted too many moves by shifting its Rook (for example) back and forth waiting for me to attack.

A careful study of the computer's moves shows that it is very greedy for the player's pieces and you'll most probably get the computer in checkmate because it's after your Queen.

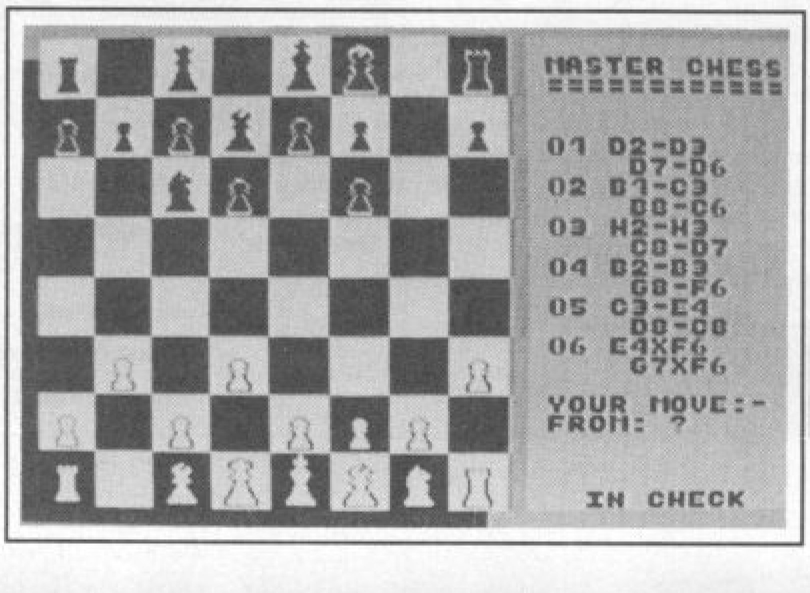
There is an option to set the level of play, this is by giving the computer more time to think about its move, which was from no delay to about one day. In practice it wasn't quite how I expected it to be, it appears that the computer thinks about its move first and then starts the delay timer. I gave the computer five minutes, hoping for a tough challenge, but it still made the same stupid waste of time moves as usual. And it lost.

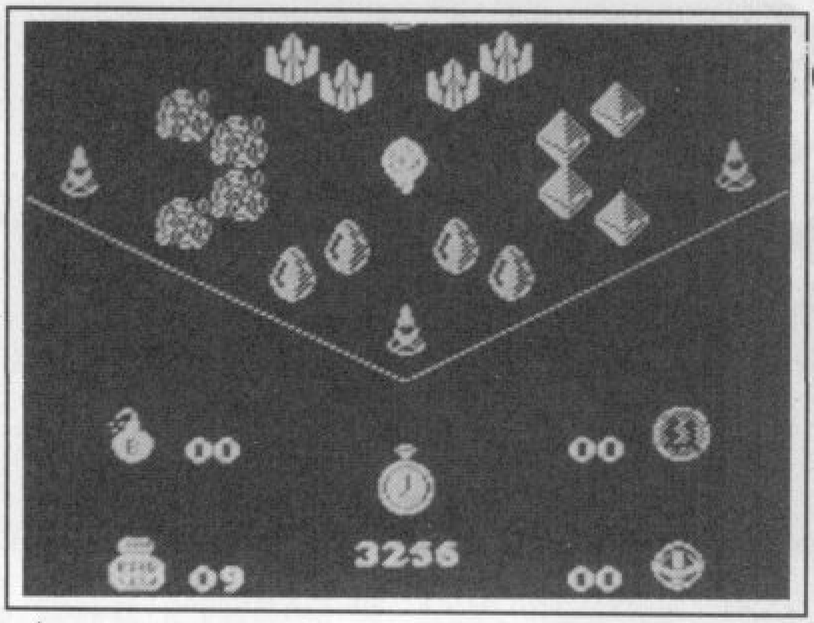
I have always had this theory about chess games on computer — the game only plays as good as its programmer, so all we need now is a Russian programmer who is a chess expert.

The graphics are the usual kind that you will find in chess games, in other words they're stale and the sound even worse with just a bleep for your move (tut, tut).

I reckon the programmer only kept

'Starter-pack' chess is superior.





Molecule Man — "A bargain and a half".

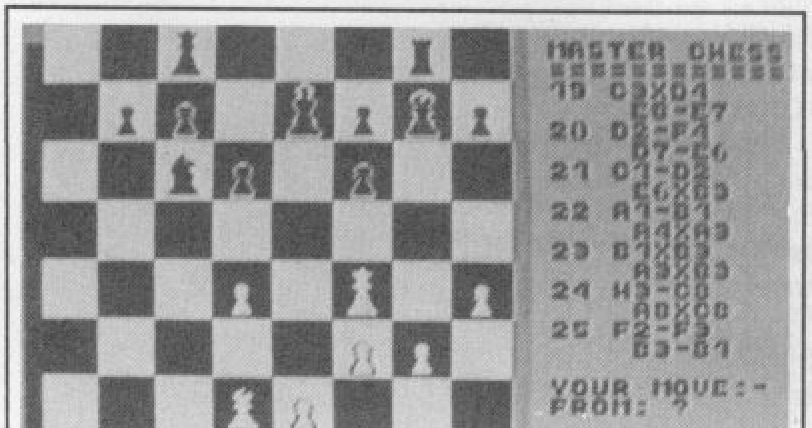
enough to make a spectrum owner get excited about, but C16 and Plus/4 users are used to multi-coloured graphics so they'll just have to do for now.

All this cramming as much into the game as possible has left the sound pretty low. If there's one thing I hate it's when programmers treat the machine as if it's got no sound chip.

Despite all of these problems I love this game, I'll even finish it one day. If you like arcade adventures, don't give it a miss because of the keyboard controls. Give your joystick a rest and I think you'll find that for only two smakaroonies this is definitely a bargain and a half.

Fikret Ciftci

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	8
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall



Check — to Fikret.

these departments simple so that it could be improved on the difficulty, but that didn't work out either.

You have here your bulk standard chess game with the usual save and load options and nothing else worth mentioning.

C16ers should avoit it completely (the starter pack chess game can kick this all over the gaff). Plus/4 people shouldn't bother either. This game has got to be the biggest con since *Commando*.

Fikret Ciftci

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	2
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

●BUBBLETROUBL

C16 and Plus/4 PLAYERS

Price: £1.99/cass

If, to you, bathtime means a bottle of Matey, a plastic boat and crinkly fingers, then it's time to hang up your loofah and think again.

Bubble Trouble claims to offer all the fun you can have in the bathroom (well, most of it anyway) without getting so much as a toe wet. The blurb goes: 'The fun takes place in the bath (doesn't it always!) where you, a small bubble, must increase your size enabling you to float to freedom.

The screen shows a sort of cross-sectional view of the bath. If you don't see what I mean, imagine a 6ft wide TV screen running down the middle of your bath and you will get the picture.

So you are in complete control of this bubble which happily floats around the screen, sorry, water. What you have to do is munch all these smaller bubbles that appear at the bottom (know what I mean?) and rise to the surface. If you manage to munch 10 bubbles you rise to the surface and disappear through the air vent, only to appear on the next highest level.

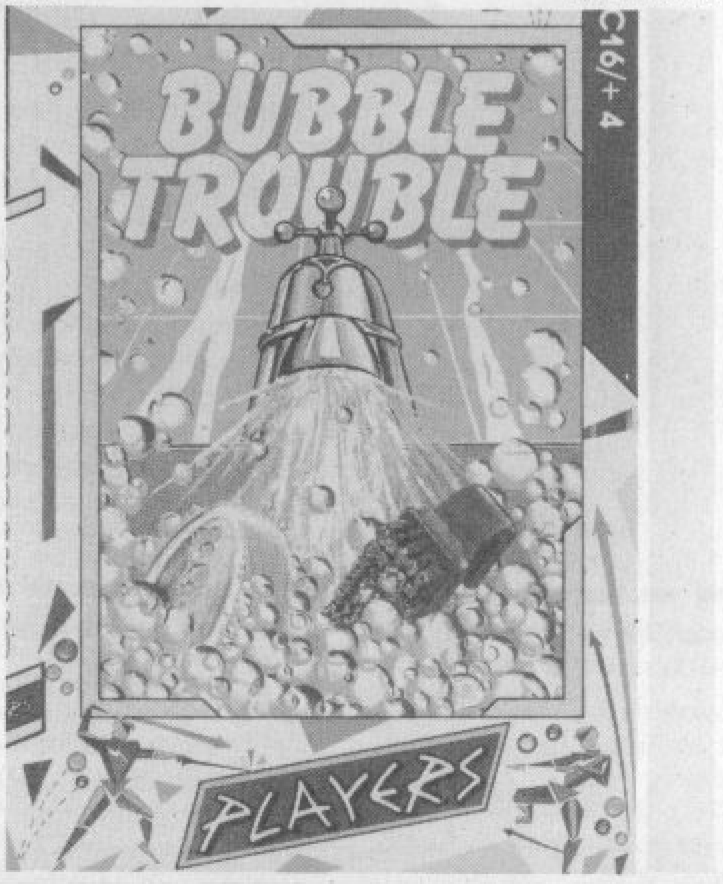
There are a few nice touches. At the beginning of the game the plug falls into the plug hole and the tap fills the bath with water accompanied by some well realistic sound (bath water is pretty easy to do). There's also a rubber duck which floats around on top of the water.

Of course, all of this would be a bit banal were it not for the spiders, nailbrushes, shampoo and other seemingly innocuous bathroom implements out to get you. You start with a generous five lives, so a few scrapes with the nailbrush won't set you back too far.

The most infuriating thing of all is that if you're not too clever at bubble munching, your score ticks back to zero and you have to start again. You get 60 seconds in which to do it, but I found that if you cannot do it in that time you are liable to run out of lives anyhow. If you want to avoid that, I'd suggest you use the keyboard rather than a joystick. Use G and H to go left and right; and SHIFT to go down.

I like *Bubble Trouble*. There is nothing mega-exciting about it, but it's a cute game, enjoyable to play and, like most of the Players range, good value. Just one thing puzzles me. Where do all those bubbles come from?

Ken McMahor



Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	7
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall

FREE ELITE GAMES

When you subscribe to Commodore U…



Sounds too good to be true doesn't it? A choice of one of Elite's hottest games absolutely free, gratis and for nothing when you subscribe to Commodore User.

For just £15, you'll get 12 issues of your fave mag dumped on your doorstep, and a free Elite game. What do you fancy? Fast-scrolling *Space Harrier*, an adventure with *Scooby* or a great value Hit-Pak compilation featuring *Commando, Bombjack* and *Frank Bruno*, gasp.

Quick, cut out the coupon below and we'll start your subscription immediately, and speed your free game to you. With offers like this, you just can't go wrong.

Commodore User subs offer

Please start my subscription from the ______ issue.

Tick appropriate box:

- ☐ One year £15 UK and Eire
- ☐ One year Europe £28
  £35 Rest of world (Surface Mail)
- ☐ One year £60 Rest of World (Air Mail)

My choice of free game is:

- ☐ Scooby Doo
- ☐ Space Harrier (not available for C16)
- ☐ Hit Pak – featuring Commando, Frank Bruno's Boxing Bombjack, Airwolf.

My choice of computer format is:

- ☐ Commodore 64/128
- ☐ Commodore 16

Your free game will be sent under separate cover. Please allow 28 days for delivery

I enclose cheque/postal order payable to **Commodore User/Elite**

for £ ______

Please debit my Access/Visa Account

Amount ______

Expiry date ______

Name ______

Address ______

Number ______

Signed ______

Return to: **Carl Dunne, Elite Subs Offer,** Magazine Services Dept, EMAP, 30-32 Farringdon Lane, London EC1R 3AU.

COMMODORE USER



Warrior who is pretty anxious to have her back. Storm and his mate, Agravain the Undead, must hunt around the various screens looking for Mrs Storm.

M'tronic's Gauntlet clone hits the shops.

Where is Una Cum while all this is going on? Looking for a box called The Fear, that's where. Don't worry about it, it doesn't make any sense to me either.

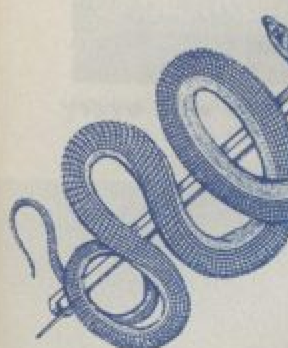
open the door to the lair, there is a lot more to do.

For one thing monsters appear and chase you all over the place, sapping your vital energy. These, however, can be dealt with by shooting them or casting a bit of mask magic. Amulets and scrolls are also very useful in that respect. If you find your energy is getting a bit on the low side, food and energy bottles can be consumed to restore it.

I would say *Storm* is the kind of

STORM

C16 and Plus/4
MASTERTRONIC
Price: £1.99/cass



If you read the Commodore User review of Gauntlet then you'll have a pretty good idea of what *Storm* is all about. *Storm* is a close copy of the C64 and arcade original, Gauntlet.

Mastertronic have also released *Storm* on the C64 and it will be no surprise to you that these two games bear an even greater resemblance. What is surprising is that the C16 version is almost identical to the C64 one.

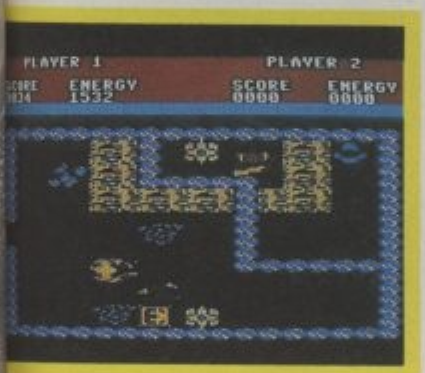
Aside from its resemblance to more expensive games for more expensive computers, the most exciting thing about *Storm* is that it's a simultaneous two-player game. Using two joysticks, two players can play at the same time each controlling a different character. The two of you work together to collect what must be collected and kill what deserves to be killed.

I always like to say a little about the background to the game because the software companies spend an

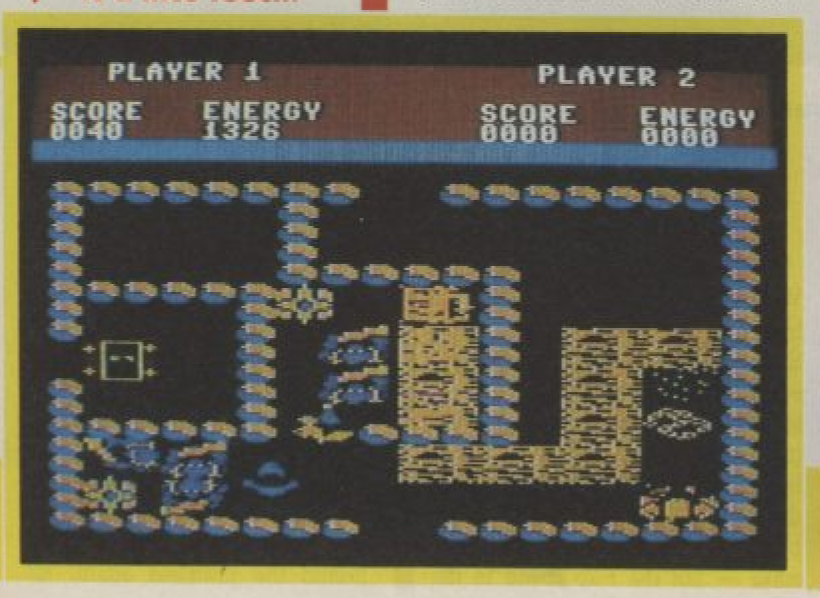
M'tronics best C16'er for yonks.

inordinate amount of effort writing what appears to be the same thing on every inlay. This one has some well whacky names though.

Una Cum for instance is the villain of the piece. He has a laboratory lair in which he holds captive Corrine (only sensible name in the whole game). Corrine is wife of Storm the



Two player option is a nice touch.





Keys are essential as in all Gauntlet rip-offs.



Don't forget to get the food.

So the two of you, or just you if you can't find another joystick or player, go in search of Una Cum's lab lair.

But *Storm* is more than a simple game of hide and seek in a maze. Although the primary objective is to collect three snake brooches and

game that definitely needs to be played by two people to get the most out of it. Having said that, as a one player game it still has a lot to offer. One big factor is that it's only £1.99. It has to be a winner at that price.

Ken McMahon



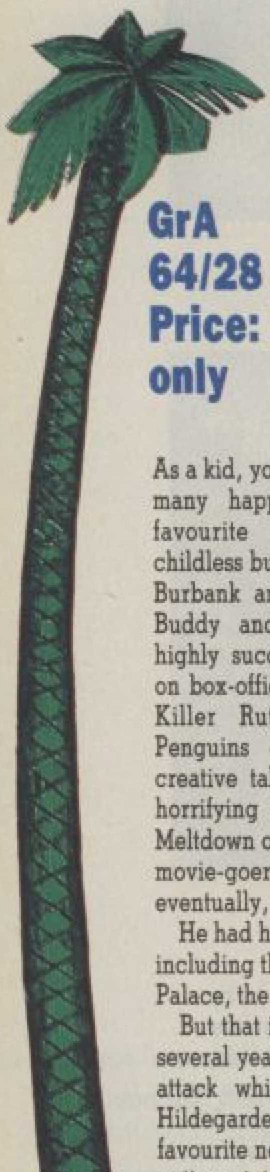
INTO THE VALLEY

HOLLYWOOD HI-JINX

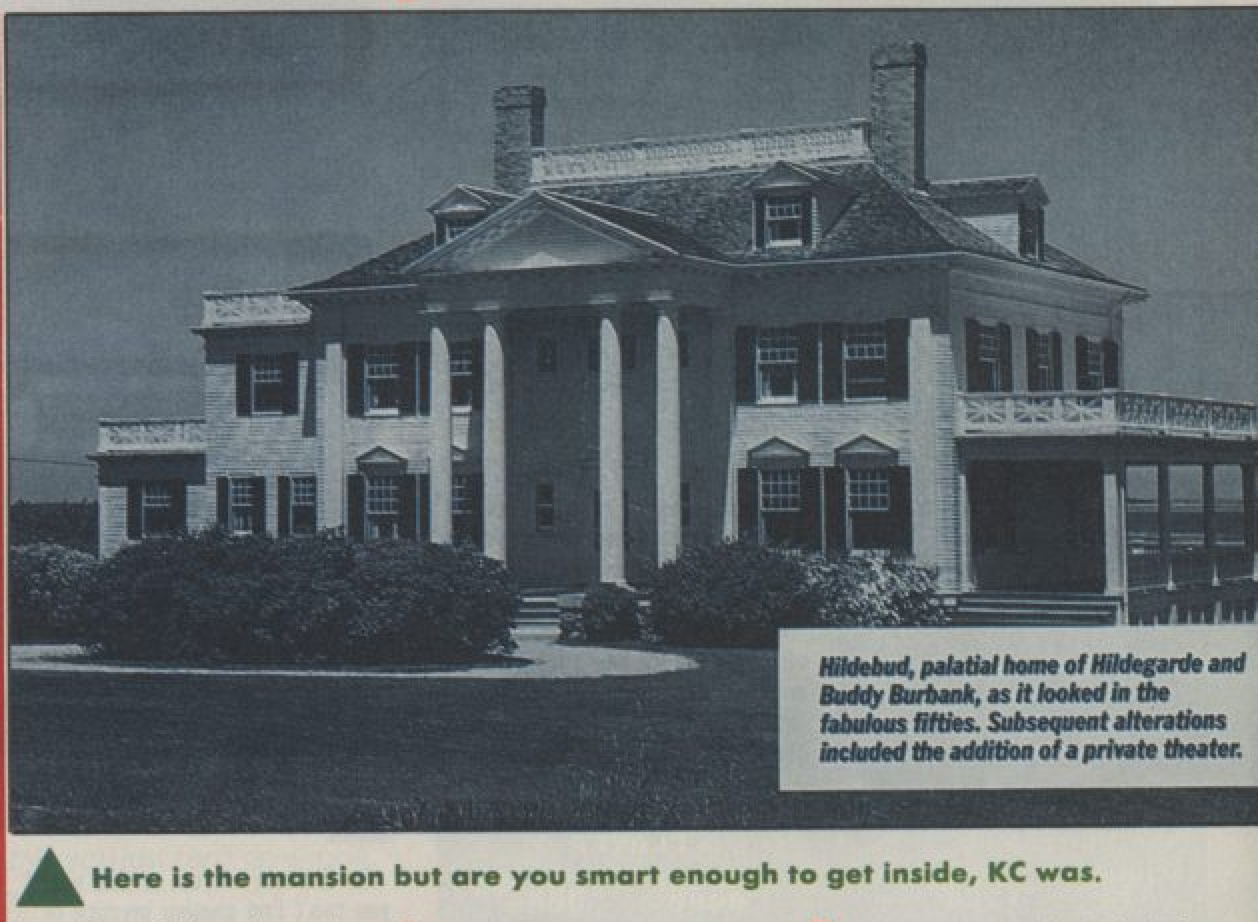
Infocom/Activision



The latest edition of Tinsel World free with every game.



GrA
64/28
Price: £24.99/disk only



Hildebud, palatial home of Hildegarde and Buddy Burbank, as it looked in the fabulous fifties. Subsequent alterations included the addition of a private theater.

Here is the mansion but are you smart enough to get inside, KC was.

As a kid, you and your cousins spent many happy holidays with your favourite uncle and aunt, the childless but rich and famous Buddy Burbank and his wife Hildegarde. Buddy and Hildegarde owned a highly successful film studio, built on box-office hits like Attack of the Killer Rutabagas and Vampire Penguins of the North. Buddy's creative talents were unique — so horrifying was the climax of his Meltdown on Elm Street, that several movie-goers died of shock before, eventually, the film was banned.

He had his own stable of film stars, including the Rambo-like actor Buck Palace, the Fighting Mailman.

But that is all over, for now, some several years after the massive heart attack which killed Buddy, Aunt Hildegarde is dead. You, their favourite nephew, have been left the entire estate — but on one condition! You must stay in the house and grounds overnight, and by nine o'clock the following morning be present in the living room with 10 treasures — nostalgic props and items connected with Buddy's films, which are hidden on the premises.

And so, armed with nothing but a flashlight, a letter of explanation from Aunt Hildegarde and an autographed photo of Uncle Buddy, you are deposited outside the mansion at dusk by the Burbank's lawyer. These last two items come with the package, and the photo contains a touching little poem, so typical of Uncle Buddy, written on the back. One verse, for example, reads:

"Be bold as Captain Bob in
'Cannibal Buffet of the East',
Who agreed to come to dinner,
not knowing he was the feast,
Finger-tip hors d'oeuvres were
greasy,
Sauted eyeballs weren't so hot,
But their mouths began to water
when they put Bob in the pot."

With no more ado, you approach the front porch to enter the mansion. Snag — no key, and the door is locked! Not to worry, the grounds are extensive and include a beautiful garden, patio and even a full-blown hedge maze. Over the cliff lies a ladder — but it's too awkward to carry back up. Perhaps the secret is in the maze — but the map found in the mailbox is . . . well, if that's Infocom's idea of graphics, it's worse than useless.

Two hours later is about the time that panic can easily set in to an adventure reviewer. With the deadline well passed when the game arrived at the office, the dynamic Editor having rearranged the production schedules to get the review into the April issue, and still an ominous silence from the Valley typewriter, panic did, indeed, set in.

Round the premises again. Ex-

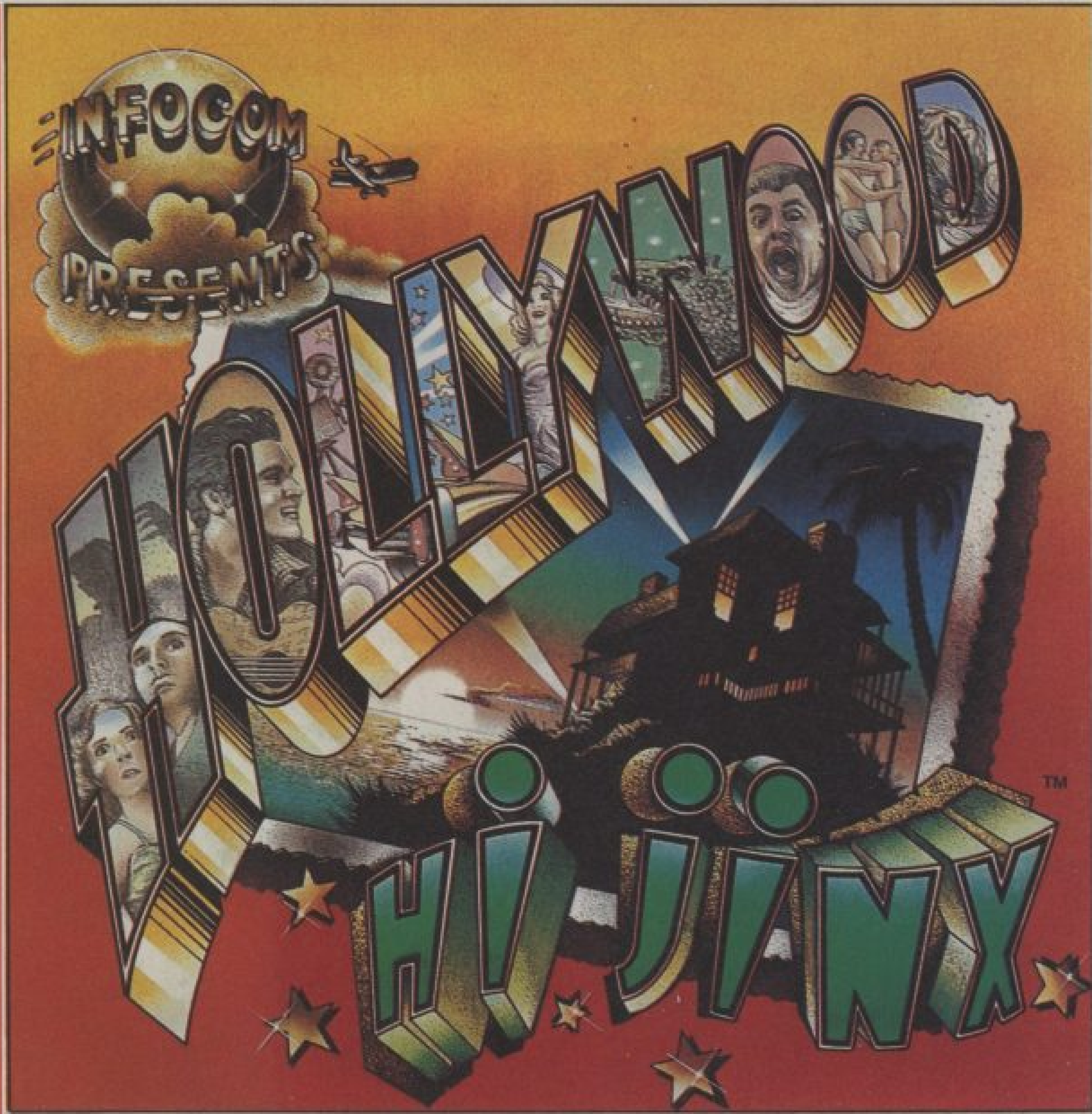
amine EVERYTHING. There MUST be a way in. Try climbing the house, try breaking the doors down, search for windows, throw heavy objects around ... Perhaps that unopenable hatch halfway down the cliff is the way in? But it remains — unopenable!

I am now thinking the unthinkable. A bad review for an Infocom game, on the grounds that there is an overwhelmingly difficult puzzle at the beginning.

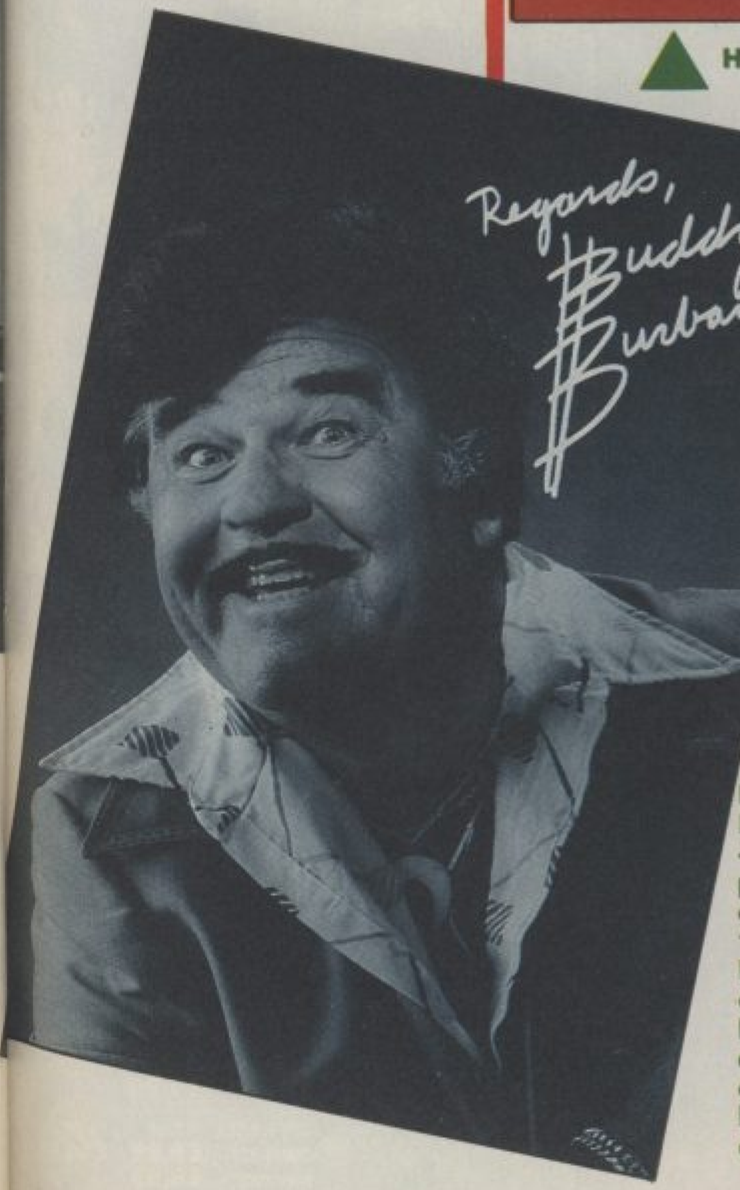
Pull yourself together, Campbell, and be analytical! There's one niggling thing that keeps happening, for no apparent reason, early on each time the game is restarted. Why? Experiment. Come to a conclusion but come up with no definitive answer — a working theory with a million possible alternatives. Logic says the answer is staring me in the face somewhere.

Review time. OK, let's get a start at least, there's the usual Infocom packaging, and extraneous goodies to describe, such as the plastic swizzle stick, the letter, the photo . . . And suddenly, I break out into a cold sweat. Eureka! Six moves later I am inside the house!

It was worth the effort! Puzzles of the work-them-out variety abound, in this mansion of a thousand surprises. A staircase that flattens when you walk up it, a cloaks closet with something strange about the arrangement of the pegs. There's a scale model of Tokyo in the games room, and you can watch the very sequence that was used to film 'Atomic Chihuahas from Hell' if you press the right buttons.



Hollywood Hi-jinx — not an Infocom classic but "very, very clever".



Buddy Burbank — famous producer of 'Vampire Penguins of the North' and assorted blockbusters.

Why does the film in the projection room show a meaningless jumble of words? How does the big computer, use in 'Plan Nine From Marketing' work? Why does the piano move in only two directions? But perhaps, above all else, how are you to overcome the fact that there is a hole and a stump in the closet, to get to places you feel have been blocked off from you?

Full of nostalgic and humourous detail from your childhood past, Hollywood Hijinx turns out to be one of the best yet from Infocom. It would have earned full marks had it not been for a few niggling vocab and parser problems.

PICK FLOWERS in a garden full of them produced: WHAT A CONCEPT. GET TULIPS brought forth YOU CAN'T BE SERIOUS. In trying to open a locked door with a punched card I was asked: "When was the last time you unlocked something with a punched card?" I was bitterly disappointed when to my reply YESTERDAY I was chided for entering a sentence without a verb.

Spelling, too, left something to be desired. MAURADING and REKNOWNED are two examples that spring to mind.

Nevertheless, it's a cracking good game. If you can't get into the house, don't be disheartened — there's always the Valley Rescue Service at your disposal!

Oh — and graphics ratings in an Infocome game? You'll see what I mean when you play it. Nothing to write home about, but when you've solved the appropriate puzzle, very, very clever!

Graphics	★★
Playability	★★★★
Puzzleability	★★★★★
Overall	★★★★★

INTO THE VALLEY

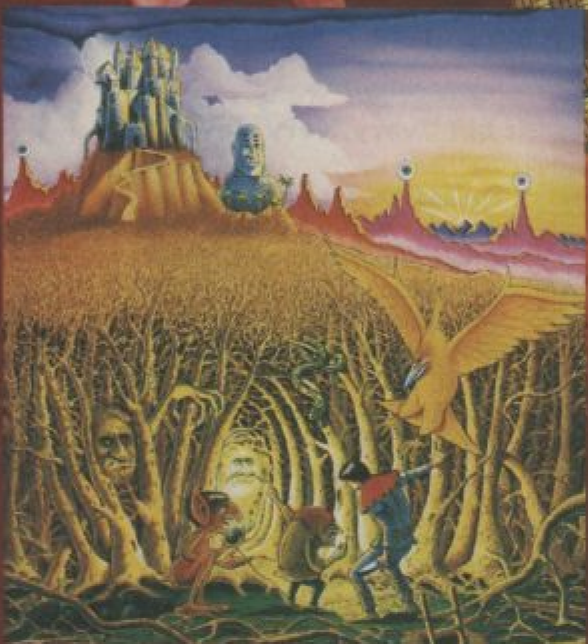
CAN YOU HANDLE THE EXCITEMENT?

SARACEN

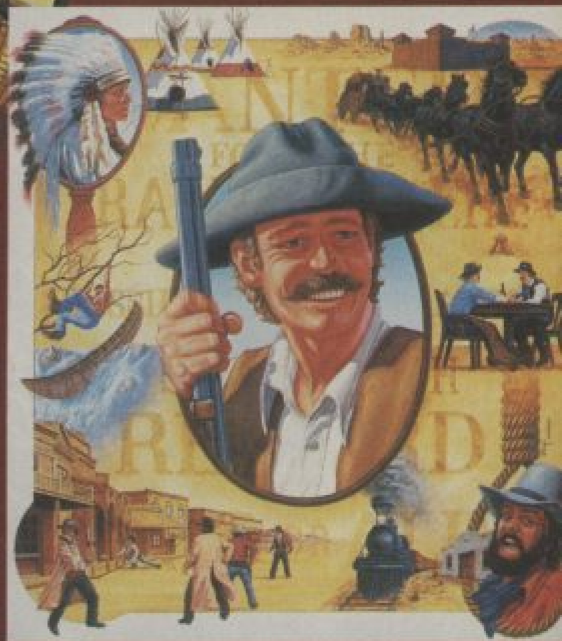


Or will you call quits when faced with the challenge from a time beyond recall or an age when chivalry and honour reigned supreme or even the Wild, Wild West where men were men.

BLACK MAGIC



GUNSLINGE



From the blazing deserts of the Sahara and Gobi, the mystical palaces of the Middle East and age old encampments of bedouin tribesmen, came a warrior race feared by all that fled before them. Outstanding horsemen, fearless in battle, driven to destruction by a Holy fervour, the Saracen warrior was the scourge of the people's of Europe and North Africa.

A warrior race that ran unchallenged until a class of Teutonic and Norman gladiators, the noble knights of England, France and Germany gathered together in a united cause to defeat this foe.

Thus the Crusaders were formed and one in particular, Ilan the Mighty, set forth to rout the threat of these murdering infiltrators and put paid to their threat once and for all. And so we see chronicled the Holy Wars, an eternal struggle of bloody encounters between these warring factions and within this all action adventure you have the opportunity to take on the mantle of the mighty Ilan in his battle to conquer the Saracen horde and their charmed fortress.

Born to a life in a world of gloom, to a people stricken with terror in fear of Zahgrim the evil warlock and his murderous minions, the future does not appear to hold much hope.

Yet in ages past, in a time when the magician Anakar protected this land: life was good, food was plentiful and the people happy. Happy that is until the skills of the ageing Anakar proved no match for the black magic powers of Zahgrim whence the kindly magician found himself banished within the petrified body of a mammoth swamp monster. From there he has surveyed the destruction of this once beautiful land, powerless to act or defend its inhabitants. But as with all evil there is a secret to its undoing the innocence of youth, the might of good.

Legend would have it that you've been blessed with these qualities but do you have the courage to meet the challenge?

Dust off your Levis, grease down your six guns here's a sadd sore adventure straight from the annals of classic Wild We history. As retired Texas Ranger, Kip Starr, your bravery an cunning is once more called into action to rescue a frien from his early grave as a result of an unfortunate meetin with a Mexican hangman's noose. But as in all the best tal no folkhero is created without a nailbiting shootout with th Dalton Brothers, a hairaising encounter with uprising India a perilous excursion across unexpected waterfalls and weary journey that takes you across murderous wastelan down danger filled mineshafts, through eerie ghostow and finally brings you to rest in inhospitable Mexi

You don't need to look to the future for action packe adventure the Wild West has seen enough thrills and spi for you never to want mo

SARACEN	Tape	Disk
CBM64/128	£7.99	£11.9
Spectrum	£7.99	
Amstrad	£7.99	

GUN SLINGER	Tape	Disk
CBM64/128	£9.99	£14.9
Spectrum	£8.99	

BLACK MAGIC	Tape	Disk
CBM64/128	£9.99	£14.9
Spectrum	£8.99	
Amstrad	£9.99	£14.9

Datasoft®

U.S. Gold Limited,
Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 356 3388

INTO THE VALLEY

MURDER OFF MIAMI

CRL Group plc
Commodore 64
Price: £9.95/cass

Here we have a 'whodunnit' in adventure format, based on a book by Dennis Wheatley, and written by Jason Somerville and Fergus McNeill.

Better known for his zany sense of humour, and spoofs such as *The Boggit*, *Murder of Miami* is a departure from Fergus' usual style. It is not a humourous game at all.

As Police Detective Kettering, you get news that there has been a suicide aboard the Golden Gull. Bolitho Blane, a wealthy financier, has apparently killed himself on a luxury yacht, which is just starting out on a cruise from Miami, where you are stationed. The yacht, owned by the wealthy Carlton Rocksavage, host of the party aboard, is heading back to port as you set off in a police launch to investigate the incident.

Naturally you suspect murder (if only from the title of the game) and when you arrive aboard there is an ample supply of suspects, from Carlton Rocksavage himself to Count Luigi Posodini.

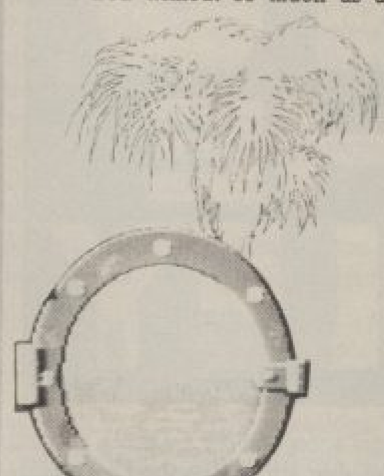
When you arrive in the captain's cabin, a number of suspects have gathered there. You recall that the inlay suggested talking to people. To do this the command TALK TO is first entered, followed by what you want to talk about. Naturally you will want to talk about Blane or his suicide. Here, the assembled passengers are decidedly unhelpful, offering feeble excuses like: "Oh, ask me tomorrow — I'm too tired."

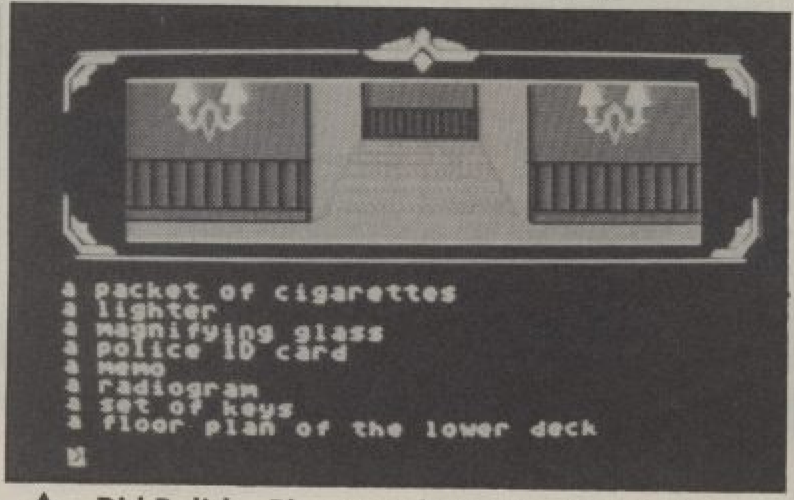
So it would appear that the only avenue left is to have a poke around the vessel and hunt for clues. Taking a set of keys conveniently lying around in the captain's cabin, you set off below decks and start visiting the cabins. EXAMINE fails to reveal anything — or at least it did on all my trips round.

At this point I should explain that the game is in three parts and events take place over three days. There is one part for each day. You are instructed to load the next part depending on how many moves you have made rather than the point you have reached in the investigation. This means saving data to tape, loading the next part and then loading back in the saved data — a tiresome chore.

The reload point comes all too soon, leaving you with the feeling that you would have liked to do some more sleuthing first. Unfortunately, every SAVE I made resulted in an I/O error and left me with a message to the effect that my investigation had failed, would I like another attempt? Not particularly.

The vocab is very limited and despite an 'enhanced' version of the Quill being used to create the game, the multi-word input that the player might type in is reduced to two recognised words for the purpose of the command — and not only the logical ones. Characters fail to respond realistically. In general they are very unhelpful, yet it seems you can walk into their cabins whilst they are in bed without so much as a grumble from them.





▲ Did Bolitho Blane top himself — or was he pushed?

The graphics are passable but every cabin looks extremely similar, albeit decorated in different colours. It is possible to turn them off with a TEXT/GRAPHICS command.

Saving your position during a part is possible to tape, RAM or disk, but a RAM save is not possible when moving between parts.

No, for a whodunnit of this nature, this is just not good enough. Interaction with the characters must be far more realisitc and commands need to be much more flexible. If you have played one of the Infocom detective series, don't bother with this — I can guarantee you will find it deadly boring.

Keith Campbell

Graphics	★★★
Sound	★★★
Toughness	n/a
Vocab/parser	★★
Overall	★★



▲ Carlton Rocksavage — owner of the yacht.

▼ Suspect — the slimy Count Luigi Posodini.



INTO THE VALLEY

INTO THE VALLEY



IMAGINATION

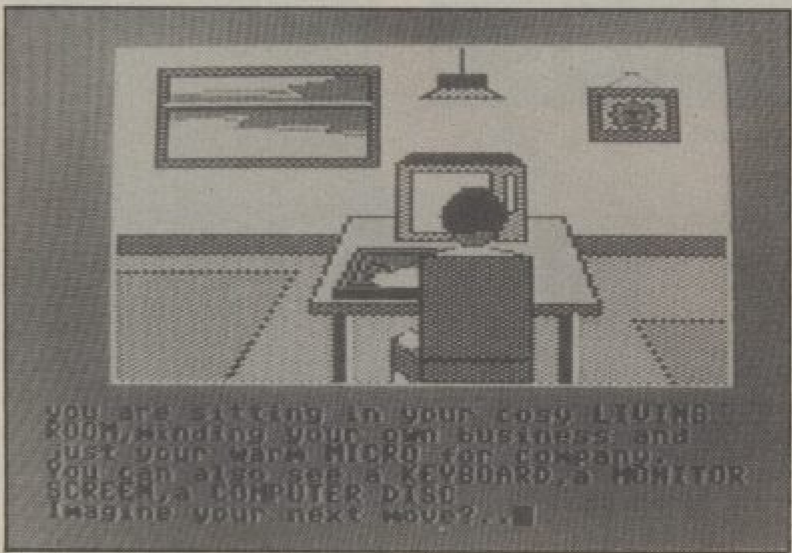
Firebird
GrA
Commodore 64
Price: £1.99/cass

In yet another game from Peter Torrence, you find a dusty old disc under a pile of games in the corner of a shop. Playing the four games on the disc leads into four mini-adventures which combine into one whole. The last thing I would do is to insert a dust-covered disc into my computer, but then do the people who write the inlay blurbs know anything about computers?

I reckon an American device can legitimately be spelled the American way. I will forgive the program for not accepting the American spelling of disc (DISK), as the Ed slavishly changes all the Ks to Cs in anything I submit to him. (*You betcha, KC. Ed.*) It is annoying, nevertheless, to find it is not an acceptable alternative in the game.

The four games within the adventure are a sort of satire on existing computer games. The first one takes you inside a small AA Box with an AA Timelord, who gives you your quest and a couple of pointers to help you on your way. Discover the number of stars in the universe with the help of a computer part and a space suit.

Well, I soon found the spacesuit, but could not get it. Nor could I discover how to get out of that game and start another, suspecting that the missing RAM board for which I was searching might well be hidden in one of the other games.



Imagination — doesn't employ a lot of it says KC.

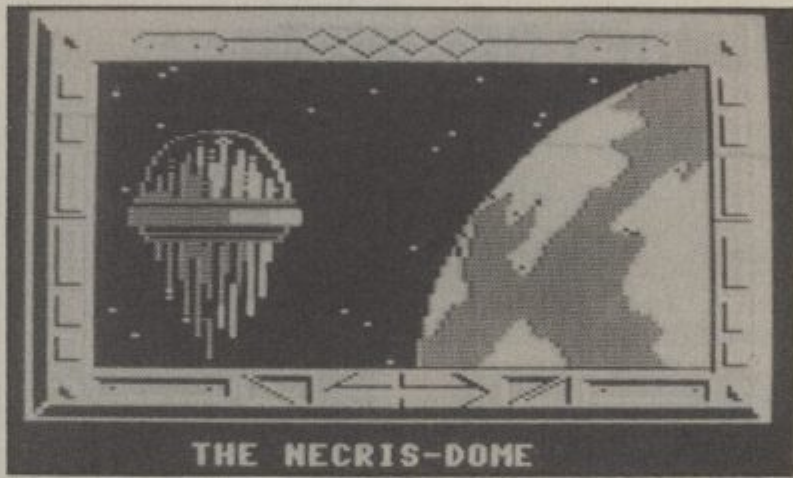
So I quit and started searching for the frozen landscape of *Lords of Half Past Nine*. Here I discovered what I consider to be a fundamental flaw in *Imagination*. I came across a cow and having nothing much better to do tried MILK COW. "Well . . . you can IMAGINE that . . . but you can't do it!" came the reply. Next I decided to EXAMINE COW and discovered a new object was revealed: cows udders. I now tried to milk the cow again and although I didn't have much success for another reason, I was allowed to attempt the action.

To my mind, this is an example of adventure writing at its worst, and here I gave up in disgust. At no time during play should a valid action be discounted as permanently impossible, as implied by the reply.

If something is not possible for the moment, the reply should encourage the player by letting him know he is on the right track and, perhaps, give a gentle clue as to why the action cannot be performed.

Scott Adams had it about right with his YOU CAN'T DO THAT — YET! reply. Peter Torrence in *Imagination* comes nowhere near. The only redeeming feature of the game is the price.

Graphics	★
Playability	★
Puzzleability	★★
Overall	★★



An orbiting cemetery — how morbid.

NECRIS DOME

Codemaster
GrA
Commodore 64
Price: £1.99/cass

Necris Dome is set aboard an orbiting cemetery, where the Earth's dead are sent for disposal. Against this inspiring background your task is to destroy the Arch-Mandroid who runs the cemetery: he has recently developed a mind of his own and become a threat to Earth.



▲ **Don't be fooled by the graphics — Necris Dome is an adventure no no.**

ADVENTURE CHART

1	Dracula	CRL
2	Silicon Dreams	Rainbird
3	Jewels of Darkness	Rainbird
4	Bugsy	CRL
5	Boggit	CRL
6	Bards Tale	Ariolasoft
7	Vera Cruz Affair	Infogrames
8	Pawn	Rainbird
9	Kayleth	US Gold
10	Leather Goddess of Phobos	Activision/ Infocom

You start in a coffin and the first sequences contain some twisted logic if ever I saw any. If you return to the coffin you will find there are some gloves inside which were not there before. Admittedly the inlay warns of this — perhaps the programmer was too tired to correct this little piece of nonsense?

The location descriptions are hardly likely to conjure up those mental images that go to make an adventure a pleasure to play. There are, for example, 18 described as: "RECEPTION LEVEL: chamber N" where N is a number from 1 to 18.

So perhaps the graphics show the intricate detail, you wonder? Wrong! There seems to be four basic chamber designs, all of them next to meaningless and spectacularly lacking in variety of colour. The border around each tends to give the impression that the whole thing has been rather unimaginatively GACked — but there is nothing in the inlay to suggest this.

Ugh! Reviewers should be paid an enhanced rate for being forced to play games like this! (*Paid? Whatever next? Ed.*)

Graphics	★
Playability	★
Puzzleability	★
Overall	★★

SPY TREK

Americana
GrA
Commodore 64
TA Commodore 16
Price: £2.99/cass

If atmosphere didn't count in an adventure game, then Peter Torrence would surely be among the foremost of adventure authors by now, given a bit of vocabulary. He was responsible for Firebird's *Subsunk* and *Seabase Delta,* and more recently *Lost Apache Gold* and *Imagination.* Now he comes up with *Spy Trek Adventure,* another cheapo but this time on the Americana label.

His problems range from the downright obvious to the niggling-but-solveable, all with a complete disregard for the atmosphere demanded by his subject. This tends to manifest itself in flippant replies like THANKS — BUT NO THANKS! If you try to take something you shouldn't, and in an obsession with food items used as non-edible adventure objects. In *Subsunk,* yoghurt and toast were required, in combination, to stick a map together. In *Seabase Delta,* the ingredients to make a pancake must be found for a pancake to be cooked — but once again the pancake is not for eating!

In *Spy Trek,* food makes an early appearance and goodness knows what is to come later in the game, perhaps a Biriani? You play Mike Rodot the spy, probably the cousin of that famous reporter Ed Lines. Mike joins this adventure in a horizontal position — inside a coffin. He is being transported unseen, by hearse, to the airport.

Waking too early, he half scares a passing motorist to death. The only way out is to take the pill he is carrying and sleep it off until he gets there. On his arrival he finds himself in a storeroom with some useful objects but no briefing on where to go next, and not even so much as a false passport to his name.

INTO THE VALLEY

by Keith Campbell

No spying mission was ever as unplanned as this, but therein, of course, lay some of the problems. Unfortunately, this approach does tend to destroy any atmosphere of reality which a good adventure needs to build up.

Eventually, Mike must board (or rather 'enter', for unforgivably the program doesn't recognise the word 'board') an aircraft, only to find his pilot is about to develop sudden blindness. The solution leads to Paris and the Eiffel Tower, the first of a number of world-wide locations in the adventure. Or so I'm told, for I never was able to progress beyond a loop of going up and down the tower once I got there.

There are graphics, but they are nothing to write home about — they mainly serve to help identify the current location.

Spy Trek is entertaining enough for a cheapo, and a good buy at £2.99. Expect problems, but trivia as well.

Graphics	★★
Playability	★★★
Puzzleability	★★
Overall	★★★★

INTO THE VALLEY

VALLEY Rescue

How to get into Dracula's castle is the problem facing Mr J. Lawrence of Sutton Coldfield. He is outside, facing a door which will not open to the north. Has the casting of a bat on the frame of the porch got anything to do with the answer, he wonders? Meanwhile, J. Sloan almost wishes he hadn't managed to get inside, for he can't get back out!

The Secret of Barstow Manor is just a little too secretive for Elizabeth Hooper of Whangarei in New Zealand. Doors are her problem, too. She is not only lacking the key to the door by the clock, she can get through neither the front door, nor the balcony door.

Who can help S. Anderson of Abbey Wood, who is stuck up a castle wall in Castle Dracula Adventure 5. She can get up and down the wall, but always ends up either dead or in a twisty little turn. Enough to give anyone a turn, that!

In Borrowed Time, there is a half-burned note telling Tommy Hansen, of Ytre Enebakk, Norway, of a package. Tommy is desperately searching for this package, as he needs it for evidence. Does it exist? If so, where?

Michael Drucker decided on a day out in Tonetown, from his native Amslelveen in the Netherlands. It turned out to be a longer trip than he had bargained for. He got properly dressed for the occasion, bought himself a pet, and even managed to get a zagtone from the band. But now he is stuck — what shall he do next in Tass Times?

He's got the Babel Fish, thanks to the Valley Rescue Service, but now he can't get the black particle without being electrocuted. Who can insulate Nazeer Ahmed of Brunei?

Mrs D. Flew of Godalming didn't have a grey hair on her head when she started playing The Pawn. Perhaps it should contain a government hair warning? The Valley has come to her rescue, but to help her revert to her original state of fair-haired beauty, she also needs to know how to get through any of the doors in Amazon, the Telarium adventure.

BORROWED TIME:
To visit Charlie Lebock, start a conversation in the bar. If you get burned, the doctor will help.

KENTILLA:
To open the steel door examine the statue, but don't pull its leg!

STARCROSS:
To open the red airlock, push the fourth, and then the tiny column, and take the black rod..

SPIDERMAN:
Keep shooting the fan to slow it, then shoot the button to stop it.

HITCH HIKER'S GUIDE
To pass the Bugblatter, say name, wear towel, and write name on memorial.

RETURN TO EDEN:
It's fish fungus that the Leviathan wants!

THE HELM:
Magnify to burn the haystack.

IT'S DRIVING ME CRAZY!

For all those readers mentioned above, and for all troubled adventurers everywhere, here are a few verses of soothing poetry from Mrs D. Flew of Godalming.

With trusty sword and torch
in hand,
I venture down the trail,
I pick up anything I can,
But all to no avail.

Getting lost in mazes,
And falling down deep pits,
Battle worn and weary,
I try to use my wits.

Adventuring is like a drug,
It's driving me insane,
But stop I can't, I'll carry on
Again, again, again . . .

Don't forget — if you need help, or know just the answer that will help a fellow adventure victim, then write to me at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

VOCAB LISTS REVEALED

Here, thanks to Sandy Munro of Inverness, is a short program that will list the complete vocabulary of Rebel Planet.

First load the game in the normal way, start playing and type QUIT. Answer N when asked if you want another game. The 64 should now look as if it has just been switched on. Enter the following program:

```
1  POKE 53280,0 : POKE 53281,0
   : PRINT CHR$(14)
2  FOR I = 26170 to 28050 : P =
   PEEK(I)
3  GET A$ : IF A$ = "P" THEN
   GOSUB 6
4  IF (P>64 AND P<91) OR
   (P>96 AND P<123) THEN
   PRINT CHR$(P);: NEXT
5  PRINT "" : NEXT
6  GET A$ : IF A$ = "" THEN 6
7  RETURN
```

Running this program will produce a neat list of nouns and verbs. The program can be paused at any time by pressing the P key.

"This can be done to quite a few other adventures as long as they don't use text compression techniques, and providing you can exit the program without destroying the code," says Sandy.

I tried it out, and it works, even though Rebel does use text compression. The requirement is that compression is not used on the vocabulary list.

CAMPBELL'S Comment

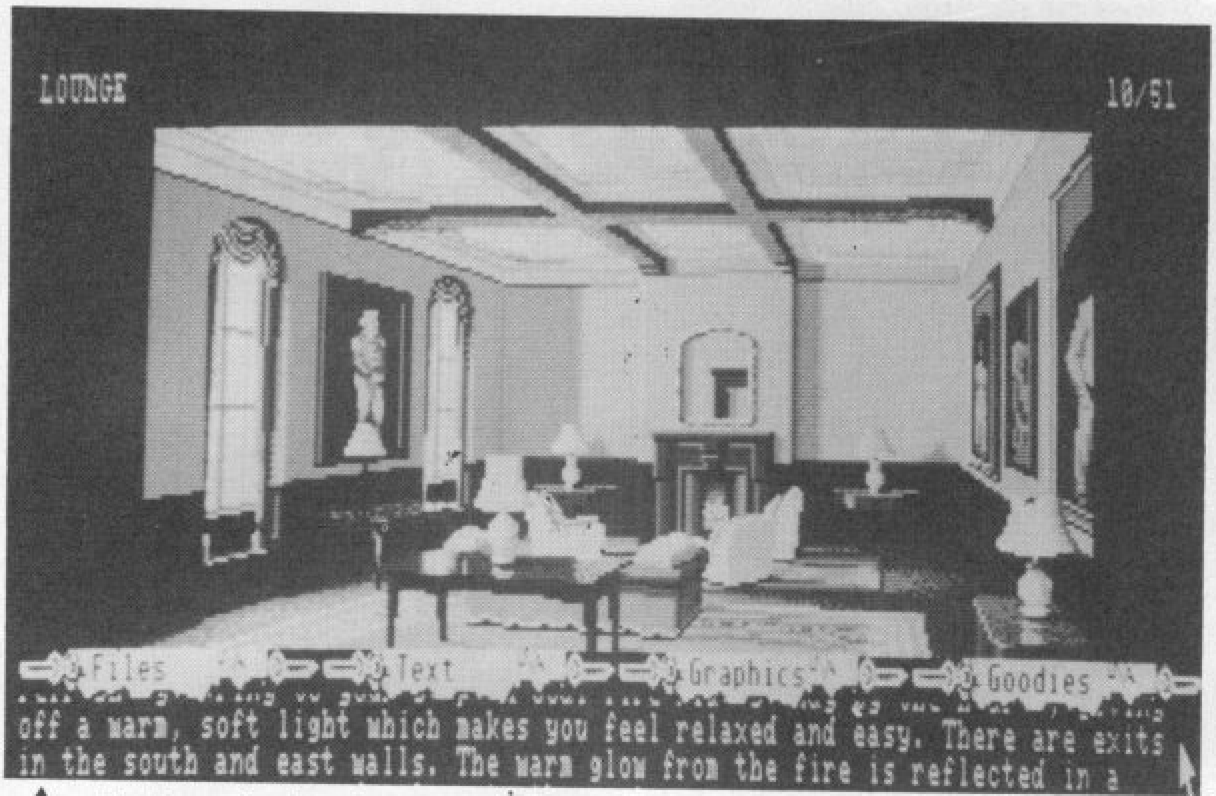
There are months, and then there are months, in the Adventure Software business. Some months bring virtually no new adventures for Commodore machines, others bring a few that are so good, it is a shame that they all came at once — both for the potential buyer, who will probably be looking for only one, and for *The Valley* where we hope to bring you a nice balance of the good, the bad and the mediocre.

Unfortunately, April does not look like being a good month. Fergus McNeil's latest, *Murder Off Miami,* has not come up to expectations. There are a couple of budget priced games from Peter Torrence, one quite reasonable, the other a bit strange. And then there is the totally abysmal *Necris Dome.* The only ray of light comes from the re-release (or first-time release for Commodore machines) of both parts of *Savage Island,* from Scott Adams, which knock the others into a cocked hat, despite their age.

Next month promises the exact opposite. *Knight Orc* will show off a totally new and exciting type of adventure from Level 9, and hot on its heels will come *Guild of Thieves* from Magnetic Scrolls. Pricey games, but from what I have seen of them both already, they will be worth every penny.

Now if only I can persuade Rainbird Software to send me a copy of *Knight Orc* before it is ready for production, we would have a much better balance in *The Valley* this month. Will I be successful? At the time of writing, I am so near to the deadline I hardly think it is possible. But on the other hand, if you find the review in these pages, you will know that we really do have magic powers . . .

NEWS



▲ **The Baron's drawing room in Guild of Thieves — such oppulence, the Ed hasn't seen anything like it since Keith Campbell's computer room.**

GUILD OF THIEVES LAUNCHED

★ **Over a year** in development, *Guild of Thieves* is due shortly from *Magnetic Scrolls*, published by *Rainbird*.

With some new advanced commands, and some minor improvements in the parser, *Guild* promises to be more than just a worthy successor to *The Pawn*, the game which last year put *Scrolls* firmly on the adventure map.

The graphics, too, will make those of *The Pawn* look somewhat primitive. Two original versions are produced, one for 16-bit machines, the other for 8-bit machines. The 16-bit-grahics are developed on the Atari ST and converted for the Amiga. The ST standard is reckoned to be suitable for the Amiga, itself a machine with greater graphics capability. So the only difference in picture you will get between the two machines will be the 'special' loading screen.

The 8-bit graphics are beihg redrawn by artist Tristram Humpries using a C64. Different in style from those of *The Pawn*. Tristram has effectively used tiny pixels of different colours to create an illusion of more variety than the 64 can achieve. This also gives a much more detailed effect to the pictures.

A large chunk of next month's Valley will be given over to reviewing this major launch. Place your order at your newsagents now.

★ ★

Scrolls Don't Worry Us, say Infocom

The award winning design team at Magnetic Scrolls are no cause for concern, says David Lebling of Infocom on a flying visit to the UK recently.

Scrolls boss Anita Sinclair is very confident right now. She even refers to our parser as "a scanner", says Lebling. "Her games are excellent but I have seen nothing there to worry us unduly."

Lebling was the chief brain behind the early adventure classics Zork I, II and III, but right now he believes the most exciting thing happening in adventure is the surge in popularity of machines like the Amiga and ST. But this does not mean a head-long rush by Infocom into graphics and sound.

"We still have a long way to go with the text — the extra capacity of these machines will enable us to develop the intelligence and personality of the characters in our games — adding still more realism".

The Boston based adventure house have three new games planned for launch this year — *Bureacracy* by Douglas Adams, author of the book Hitchhikers Guide to the Galaxy — which was also turned into a game by Infocom.

Lebling himself has a game in the pipeline — title to be announced and *Leather Goddesses* man, Steve Meretsky, also has a game to be launched in the Autumn.

INTO THE VALLEY

★ **Incentive Software** have come up with two aids for users of their *Graphic Adventure Creator*.

The GAC Paper Management System is a jumbo pad of pre-printed forms to aid the documentation of your GAC produced adventure. Price is £7.95, plus £1.25 towards p&p, per pad of 200+ forms.

GAC Adventure Writer's Handbook is a half-A4 sized 48-page booklet with tips on various aspects of writing adventure games, specifically using the *GAC*. The price is £1.25.

Both these items are obtainable by mail order from Incentive, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

Also just launched by Incentive is the ??? Trilogy — the classic three games all on one tape for a tenner.

★ **Level 9** has undergone a re-organisation recently. Their Reading office has been closed down. All correspondence, orders, and clue-sheet requests should be addressed to: Level 9 Computing, PO Box 39, Weston-super-Mare, Avon BS24 9UR.

INTO THE VALLEY

You are invited to join the Murder Club, but be careful you could end up. KILLED UNTIL DEAD



"YES, IT WAS A DARK AND STORMY NIGHT... A PERFECT NIGHT FOR MURDER"

"I Hercule Holmes, had gotten used to nights like this. As the world's greatest detective and resident house dick of the infamous Gargoyle Hotel, I've made a living looking for the subtle signs of impending foul play. Gloomy weather, blood curdling screams, gunshots, empty bottles of poison, bodies tumbling down stairs, a mutilated corpse or even an axewielding maniac might slip right by the untrained private eye. But to a master sleuth like myself, these telltale signs can only mean one thing, The Murder Club has just checked in!"

"The Murder Club?' Yes, the Murder Club! Five of the world's bestselling murder mystery writers who transpose their fictional pulp plots into real-life murder and mayhem. Once again they have convened for their annual reunion here at the Gargoyle Hotel. And once again the dark, damp halls will echo with the cries of 'Don't shoot!', 'I've been poisoned!', 'Who stabbed me?', 'I've been shortsheeted!', and 'Who took all the hot water?' Yes, with the Murder Club as tonight's guests, more than the plumbing will be amiss!"

"Each member of The Murder Club will try to bump off the others and lay down claim to the crown of 'World's Greatest Murderer'. But it will not be a piece of quiche! For these brilliant criminal minds must match wits with moi, Hercule Holmes! I have only until midnight to discover the would-be murderer, victim, murder weapon and the scene of the crime."

"At my disposal will be every imaginable piece of high tech crimestopping gadgetry known to sleuthdom: minicameras, hidden bugs, even wire taps. Yet all these modern electronic wonders cannot replace my inherent ability as a born detective... instincts passed from generation to generation in the Holmes family.

Therefore, I accept the challenge. I will uphold the family honour! Before this night is over I will prevent a murder or be murdered trying! If I fail, one of the illustrious members of the Murder Club will surely be killed... yes Killed Until Dead!"

CBM64/128
tape £9.99
disk £14.99

SPECTRUM 48K
tape £8.99

AMSTRAD
tape £9.99
disk £14.99



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

WIN FA CUP TICKETS!

If you've played Brian Clough's Football Fortunes yet you'll know how hard it is to win the Cup, but one of these lucky skippers will walk up the famous Wembley steps next month, and you can be there to see it! He will shake hands with the top brass from the FA, impatiently make small talk with one of the Royals — then, finally, comes the moment of his dreams. He takes the Cup firmly in both hands and, showing his back to the VIPs, hoists the cup high into the air and shows it to the fans to a deafening roar.

It's every professional's dream — and the dream of a few Sunday afternoon plodders like the Ed as well.

But which one of these likely lads will it be?

That's for you to tell us.

One thing is for sure, top manager Brian Clough will have an intelligent opinion on the subject. If only you could talk to him.



Brian Kilcline, Coventry



Brendan Ormsby, Leeds



Richard Gough, Tottenham Hotsp



John McClelland, Watford

HOW TO WIN

Answer the following questions and send off to FA Cup Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Entries must reach us by April 20th. The Ed's decision is, as always, final.

QUESTION 1: Which skipper will lift the Cup? ....

QUESTION 2: What will the score be? ....

Name ....

Address ....

....

THE PRIZES: The first guess out the bag which corresponds closest to the CU panel of 'experts' wins two FA Cup Final tickets.
We have ten copies of Brian Clough's Football Fortunes and ten leather balls (oo-er, beg pardon — Ed) to give away to the ten nearest answers.

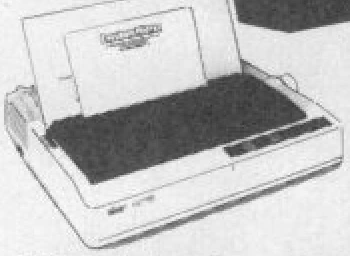
Evesham Micros

ALL PRICES INCLUDE VAT & DELIVERY

THE star NL-10

PRINTERS FOR BUSINESS

WHICH MAGAZINE BEST BUY



- **Automatic single sheet handling**
- **Tractor feed built in**
- **"Front Panel" mode selection**
- **Double and Quad height characters**
- **120 cps draft and 30 cps NLQ**

This is the best Commodore ready printer you can buy. Combines many unique features with **superb reliability, styling and print quality.** But the real beauty is that the interface cartridge is interchangeable so if you change comp-uters just buy a new interface.

In a group test with other popular printers such as Epson, Citizen and OKI *What Micro* magazine described the NL10 as **'the Rolls Royce of this group'.** ONLY **£249.00**

Automatic cut sheet feeder available as an option for **£63.25**

SELECTED PRODUCTS

SEIKOSHA SP 180VC

A new Commodore ready printer that offers both friction and tractor feed combined with NLQ ability. Print speed is 100cps in draft and 16cps in NLQ.

ONLY **£189.95**

1541C DRIVE. The latest version of the 1541, better drive mechanism and new colour ONLY	**£189.95**
DISC NOTCHER. Double the capacity of your discs with this handy gadget. Cuts second write protect notch accurately and easily ONLY	**£5.95**
AZIMATE 3000. Handy package allows you to easily check and realign the tape head of your CBM data recorder. Includes screwdriver ONLY	**£6.95**
MOTHERBOARD. 4-slot, with either all upright sockets, or three upright and one through socket, to suit modem, please specify ONLY	**£28.00**
POWER PACK. High quality replacement power pack for CBM 64 ONLY	**£24.95**
XETEC SUPERGRAPHIX. The best centronics printer interface for your 64/128. Large buffer, downloadable fonts, etc. ONLY	**£69.00**
DATA RECORDER. CBM compatible, same performance as the C2N/1531 but cheaper and includes a pause button. ONLY	**£24.95**

Large stocks of Commodore-related equipment at sensible prices. If you don't see what you want, give us a call.

DISKS AND BOXES

25 bulk-packed DS/DD disks with w/p tabs and labels ONLY	**£13.95**
25 disks as aove with 50 capacity lockable box ONLY	**£22.95**
25 disks as above with 100 capacity lockable box ONLY	**£24.95**
50 capacity lockable box ONLY	**£10.95**
100 capacity lockable box ONLY	**£13.95**

THE EXCELERATOR+



For COMMODORE Computers

Why buy a 1541C when you can buy this neat, reliable and compact drive for less money?

ULTRA COMPATIBLE

FEATURES

- **Handles Disc Turbos**
- **Direct Drive Motor**
- **1 Year Guarantee**
- **Ultra Compatible**
- **External 8/9 Switch**
- **Very Reliable**
- **Compact Size**
- **Very Quiet**
- **Doesn't Overheat**
- **20% Faster**

Tests have shown the Excelerator to be **more compatible** with protected software than the CBM 1541C. We can't find **any software** that it will not load.

TWO PURCHASE OPTIONS —

DON'T BUY A LUMBERING HIPPO (1541C)!

THE EXCELERATOR+ OFFERS MORE FOR LESS MONEY

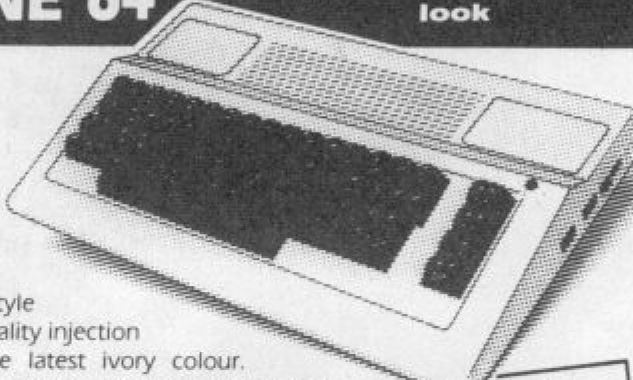
SPECIAL INTRODUCTORY PRICE ONLY £159.95

COMBINATION OFFER EXCELERATOR+ and FREEZE FRAME Mk IV ONLY £179.95

THE SLIMLINE '64

Give your '64 the modern look

A NEW IMAGE FOR THAT FAVOURITE COMPUTER

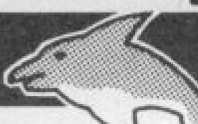


- Easy to Fit
- Lower key height

This modern case with it's sleek style will transform your '64. The high quality injection mould is superbly finished in the latest ivory colour. The lower key height is also a boon to operator comfort. Fitting is very simple, requiring just a Philips screwdriver, and can be completed in less than 10 minutes. Stock now available so order for quick delivery.

Only £19.95

DOLPHIN DOS



YOU WON'T BELIEVE YOUR EYES!

THE EFFECT IS STAGGERING.

Now established as **THE parallel operating system** for the 1541 disc drive. Hundreds of satisfied users include business, hobby, full-time programmers, and **many leading software houses, including Gremlin Graphics, Domark, Superior, Alligata, Thalamus, Adventure International, and Software Projects.**

The speed and efficiency is truly unbelievable, it is compatible with **the vast majority of commercial software,** speeding up both the loading of the program **and of SEQ/REL files.** (It is brilliant with Superbase, Easyscript, etc.) For non-compatible programs it can be **completely switched out.** It DOES NOT use a special disc format and your existing discs will be compatible.

FITTING

Fitting involves the insertion of two sub assembly circuit boards, one in the 1541 and one in the '64/'128. These normally just plug in but on some '64s a small amount of soldering is necessary.



Best Hardware Utility of year

SOME OF THE FEATURES

- **25x FASTER LOADING (PRG FILES)**
- **12x FASTER SAVING (PRG FILES)**
- **10x FASTER LOADING (SEQ FILES)**
- **8x FASTER SAVING (SEQ FILES)**
- **3x FASTER LOAD/SAVE (REL FILES)**
- **E.G. LOAD 202 BLOCKS IN 5 SECS**
- **EASY AND FAST DOS COMMANDS**
- **USE 40 TRACKS FOR 749 BLOCKS**
- **MONITOR BUILT IN**
- **DRIVES CENTRONICS PRINTER**
- **ENHANCED SCREEN EDITOR**
- **EXTRA BASIC COMMANDS**

(These figures do not allow for searching)

EXTRAS AVAILABLE . . .

Kernal for '128 in '128 mode	**£9.95**
User port expansion card (3 slot)	**£14.95**
Dolphin Copy (Whole disc in 18 secs and lightning fast file copier)	**£7.95**
Dolphin main board for second drive c/w lead	**£44.95**

If you require further information, please send SAE for fact sheet

Only **£69.95** Available for CBM 64, or '128 in '64 mode, please specify.

In Australia: contact **Micro Accessories of S.A.,** Unit 8, Hewittson Road, Elizabeth West, S. Australia 5113. Tel: (08) 287-0191

THE CHOICE IS YOURS!

FREEZE FRAME

BACKUP CARTRIDGES

THE FACTS

Almost eighteen months ago, Freeze Frame Mk I revolutionised backup methods. Since then many imitators have appeared on the market. Some of the claims being made for certain of these products are rather misleading. Let us inform you of some positive facts.

1. **Much of the new software released uses "Anti-Freeze"; only Freeze Frame and one other product can handle these.**
2. **Only Freeze Frame can automatically handle these and other programs. You don't need to be an "Expert" or need "O" levels to operate Freeze Frame.**
3. **At press date (11.2.87) our exhaustive tests were unable to find any memory resident program that both Freeze Frame Mk IV and Lazer were unable to back up, completely automatically.**
4. **Similar tests with all rival products proved disastrous.**

THESE ARE THE FACTS
(not outrageous advertising claims)

FREEZE FRAME Mk IV

NEW PRICE . . . WHY SETTLE FOR LESS!

Now you can buy a **pedigree Freeze Frame** backup cartridge for a startling new price. **No need to settle for less,** this is the latest development of the originator. **More power, more features, easier to use.**

POWER

Legendary amongst Commodore owners but with continual development now even more impressive.

FEATURES

Three cartridges in one . . . fast load, utilities and backup.

TAPE to DISC   **TAPE to TAPE**
DISC to DISC   **DISC to TAPE**

So simple to use, just plug in and switch on, at the menu choose your option, no messing with software, it's always ready.
Load the program that you wish to backup, press the button on Freeze Frame, then you can either:

1. **Press "D" to save to disc with fast reload.**
2. **Press "S" to save to disc with standard reload.**
3. **Press "T" to save to tape with fast reload.**

MULTI STAGE PROGRAMS

The standard cartridge will transfer to disc **many tape based multi stage programs, e.g. Summer Games II, Silent Service, Winter Games, etc.** and when used in conjunction with the regularly updated **"F.F. Utility Disc"** the **vast majority** of programs of this type can be handled.

MORE FEATURES

- ★ **Doubles as a fast load cartridge**
- ★ **Loads extra parts fast**
- ★ **Built-in Fast Format**
- ★ **Built-in File Copier (up to 248 blocks)**
- ★ **New "SELECTALOAD" feature (Press "L" for directory, select with cursors, then press F3 to load.**
- ★ **Undetectable by software**
- ★ **Files compressed for disc economy**
- ★ **128/128D compatible in '64 mode**

PROGRAM RELOAD IS INDEPENDENT OF CARTRIDGE

NOW ONLY **£28.95**

At this price there is no need to settle for less
UPGRADES: Mk I or II . . . £14.95
Mk III or IIIB . . . £9.95
Mk IV to LAZER . . . £11.95

FREEZE FRAME LAZER

ANOTHER TRENDSETTER?

From the design team that changed the face of backup technology comes **another innovation.** The powers of Freeze Frame have been combined with a **staggeringly quick** new loading system. An **amazing 32K of ROM** provides you with **all the facilities of Freeze Frame Mk IV** as described opposite, plus the stunning new **LAZER** loading technique.

Check these LAZER features:

- ★ **Reload a program in 10-15 seconds** ★
- ★ **Save a program in 10-20 seconds** ★
- ★ **Loads extra parts at VERY HIGH speed** ★
- ★ **Load speed approx. 20× normal** ★
- ★ **Save speed approx. 20× normal** ★
- ★ **Includes RESET** ★

Cartridge must be present to reload at LAZER speed
Proven power with stunning new technology:

ONLY **£39.95**

UPGRADES: Mk I or II . . . £29.95
Mk III or IIIB . . . £19.95
Mk IV . . . £11.95

"F.F." UTILITY DISC V2.0

Now with **many more** routines to allow the complete transfer from tape to disc of programs that load parts as the program progresses. Used **in conjunction with Freeze Frame** for the awkward ones that cannot be handled by the standard cartridge. Included are routines for most popular games like **Supercycle, World Games, Gauntlet, Trivial Pursuit, Ace of Aces, Dragons Lair I & II (includes training mode), etc., etc.**

ONLY **£7.95**

Update fee for owners of **V1.0** is **£2.00**

DISC DISECTOR V5.0

The fifth version of the country's **leading** disc backup/utility program. This latest version includes **many "PARAMETERS"** to handle the latest highly protected discs. This includes the latest **American and English software.** Be warned if you want to back up software by Ocean, Gremlin, Hewson, Domark, and even U.S., Gold whose protection schemes are NOT always the same as the American versions, then you **MUST have "D.D.".** At press date, **we are sure NO other advertised product will handle all these, be it American or German.**

INCLUDES THE FOLLOWING

- ★ **EVESHAM 3 MINUTE NIBBLER**
- ★ **EVESHAM 8 MINUTE NIBBLER**
- ★ **MANY PARAMETERS** (The vital code for the protection schemes)
- ★ **DUAL DRIVE NIBBLER**
- ★ **MENU MAKER (with select facility)**
- ★ **DISC ORDERLY**
- ★ **FAST FORMAT**
- ★ **FAST FILE COPY**
- ★ **UNSCRATCH**
- ★ **DISC RESCUE**
- ★ **DISCMON+**
- ★ **ETC., ETC., ETC.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

ONLY **£24.95**

Customers with earlier versions may return them along with a payment of **£7.95** to receive **V5.0.**
Most routines are CBM 128 and 1570/71 compatible in '64 mode.

QUICKDISC+

Our highly popular fast load and save plus utility cartridge has received many favourable reviews.

- ★ **FAST LOAD (5 to 7 times improvement)**
- ★ **FAST SAVE (5 to 7 times improvement)**
- ★ **FAST FORMAT (20 seconds)**
- ★ **FAST BACKUP (4 minutes)**
- ★ **FAST FILE COPY (up to 248 blocks)**
- ★ **EASY DOS COMMANDS**
- ★ **CENTRONICS PRINTER DRIVER**
- ★ **RESET BUTTON (unstoppable)**
- ★ **HELPS MENU**
- ★ **USES NO MEMORY**
- ★ **'128 COMPATIBLE ('64 mode)**

Exception value for money at only . . .

£19.95

1541 QUIET STOPS

Cure for ever the dreaded 1541 drive head "hammering".

- ★ **Easy to fit**
- ★ **Detailed instructions**
- ★ **One kit does two drives**
- ★ **Helps prevent misalignment**

ONLY **£4.95**

Not suitable for "turn lever" type drives.

DOUBLER

THE tape backup "device"

Many thousands of this popular product have been sold and sales continue to flourish. Why? We think because it is the best product of it's type. Consisting of hardware and software it uses a unique method controlled by the software that allows you to produce perfect backups of your tape software.

It is very easy to use and very successful, in fact our tests have proved that Doubler can achieve 100% success.

ONLY **£12.95**

1541 PHYSICAL EXAM

Have you got . . .

Alignment problems

If so, you need this package. Contains digital alignment disc and drive fault diagnosis software that allows you to check **and correct** head alignment.

- ★ **CHECKS RADIAL ALIGNMENT**
- ★ **CHECKS SPEED**
- ★ **CHECKS BELT AND CLAMPING**
- ★ **THOROUGH INSTRUCTIONS**
- ★ **INCLUDES QUIET STOPS**

ONLY **£39.95**

ORDERING INFORMATION

ALL PRICES INCLUDE VAT AND FREE DELIVERY WITHIN U.K. (Despatch within 24 hours whenever possible)

HOW TO ORDER

By Post — Send cheque, P.O., or ACCESS/VISA details to our Evesham address

By Phone — Call our Evesham branch and quote your ACCESS/VISA details

EVESHAM MICROS, 63 BRIDGE ST, EVESHAM, WORCS. WR11 4SF

CALLERS WELCOME   **Tel: 0386 41989 Telex: 333294**   **TRADE ENQUIRIES WELCOME**

Also at: 1756 Pershore Road, Cotteridge, Birmingham B30 3BH. Tel: 021 458 4564

All items subject to availability. E.&O.E. Orders from Government and Educational departments welcome.
Overseas Orders: Within Europe, please send advertised price. Outside Europe, add **£2.00** for Air Mail



Graphics to make you gasp — but you still need two disks despite Amiga's vast memory.

rather raunchy maiden to rescue who seems to be wearing the latest in se-thru lingerie from Janet Reger.

Alas, the game itself, which is a grandiose version of an old-time strategy game (how many soldiers do you hire, where do you raid next, what will you bet on the tournament) could have been written in about 5K of Commodore Pet if you knock out the haunting music and lovely animated pictures. There is so much music and artwork that it takes up two whole disks!

This is one route which I fear a number of software houses are likely to take: dressing up ancient, lazy concepts with beautiful graphics. Quite frankly, if that's all you're going to see on the Amiga you might as well forget the whole 16-bit jag entirely and stick to your trusty C64. Nobody could have written *Sentinel* on 5K of Pet.

ENTERTAINING THE FUTURE

The 64 is, to be truthful, technologically obsolete. Faster, more colourful and powerful machines have arrived – Atari's STs and Commodore Amigas. They are coming down in price too, so you don't need to be a rich kid to own one. The games that are being worked on now will blow you away when they are launched. Isn't it time you took the 16 bit revolution seriously?

CU INVESTIGATES

by Chris Bourne

Sometimes I get the feeling the Amiga is a bit like the dead parrot in that old Python sketch: beautiful plumage but doesn't do a lot. This unworthy thought only occurs to me, I must admit, when I forget to take a backup copy of a Textcraft file and lose the disk, or when yet another unmarked 'hot' demo disk arrives from piratical sources which turns out to contain yet more pictures of Tutankhamun's death mask and the odd 20 seconds of digitised sound.

It would be a sad sad thing if the Amiga turned into a snob's machine, for use only by rich SF authors and small, upmarket ad agencies to impress the clients while they wait for the IBM PCs round the back to churn out a bill.

But the launch of a home version, the A500, forces us to look much more closely at the prospects for entertainment software on the machine.

The Amiga 500 is clearly aimed foursquare at the Atari ST. Not having tested one thoroughly yet, I can't say exactly how it stacks up, but since Commodore claim it will do virtually eveything the original A1000 can do, it's bound to be rather classier than Tramiel's 'Power without the Price' package.

At £500 it's no snip, since you have to add a monitor to it. (Until Commodore gets round to providing a TV modulator, which should not take long.) But it's just about affordable, and might come down a little further in price. The big question is: if you want the best games in town, should you fork out the extra dough or just stick with the ST at half price?

What's happening with the ST is very important to the prospects for Amiga. The announcement that the Ocean family of software houses is to convert its titles to an ST format, that Mastertronic intends to bring out 'budget' ST and Amiga games at around a tenner a disk (compared to £25-40 elsewhere), that Mirrorsoft is interested in the ST, and no doubt others too, is encouraging. Just as it's easy to convert a Spectrum game (Z80) to other Z80 machines such as the Amstrad family, so too is it fairly simple to turn an ST game into an Amiga game.

What sort of games are we going to see, then? Let's look at what's around already.

The standards at present are set by games like *Marble Madness, Defender of the Realm* and *Starglider*, which 68000 maestro Jez San has just about finished converting to the Amiga as I write.

These are all graphically brilliant. *Defender of the Realm* has superb pictures and a grand jousting sequence where you get a knight's eye view of the lists as you try to control the bouncing tip of your lance. It also includes a

AMIGA STARGLIDER

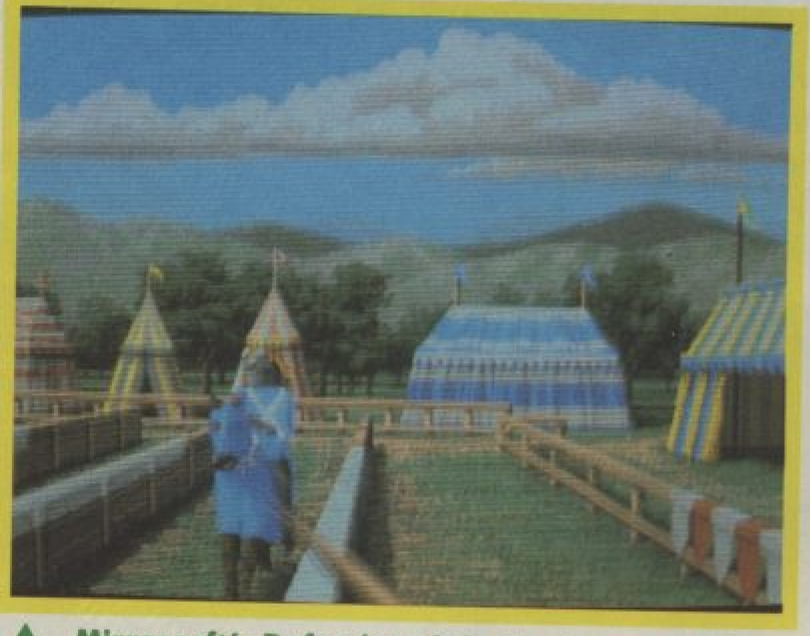
Starglider is a different kettle of fish. It was designed for the Atari ST and has been converted downwards to other machines. It's a traditional shoot-em-up taken to extremes of graphical excellence, variety and depth. Its strength is that it really does play like a 16-bit game ought to.

The Amiga version is marginally prettier, and helped along by the superior quality of a Commodore 1081 monitor. If you're going to play it on an Amiga 500 plus telly, assuming such a thing is possible, then you won't notice so much of a difference. Programmer Jez San has added a couple of minor touches and says the digitised sound will be significantly better, but that's about it.

But it's still very much a development from the sort of games available on 8-bit micros. You need to play Starglider on a 16-bit machine to get real arcade speed from those 3D vector graphics, true, but apart from that it's not new, just better.

Marble Madness raises similar problems, with a new factor adding a sharper focus. It is, again, graphically breathtaking — a faithful reproduction of the amusement arcade classic, implemented with obvious care for detail.

The new factor, of course, is the threatened launch of the £100 dedicated games console on the way from Sega and Nintendo, which will



Mirrorsoft's Defender of the Realm — prettiest game yet.



More game art in Rainbird's Knight Orc.

give you The Real Thing (albeit through a telly, most likely, with some loss of quality) at a fraction of the price for the hardware.

The Sega variety is to be launched in the UK by Ariolasoft — if it ever gets here! "We have no news yet of a launch date," says Ariolasoft's Amanda Barrie.

Amanda goes on to explain that the problem is not with the machine but the software. Sega's demands on pricing for the game cartridges were 'unacceptable'. Ariolasoft obviously don't want to discuss the precise pricing argument, but it seems that Sega want to charge somewhere in the region of £25 a game, like the old Atari cartridges, while Ariolasoft feel that £15 or so ought to be the top end of the range.

If the Japanese games machines are going to give arcade quality at sub-computer prices, what's the point in buying an expensive 16-bit machine like the A500 to play games?

It's a good question, and if that sort of game is all you want, then I'd say: don't bother. Amiga games of *Marble Madness* quality are going to be costing at least £25 for a fair while yet, so whatever happens you'll be losing out.

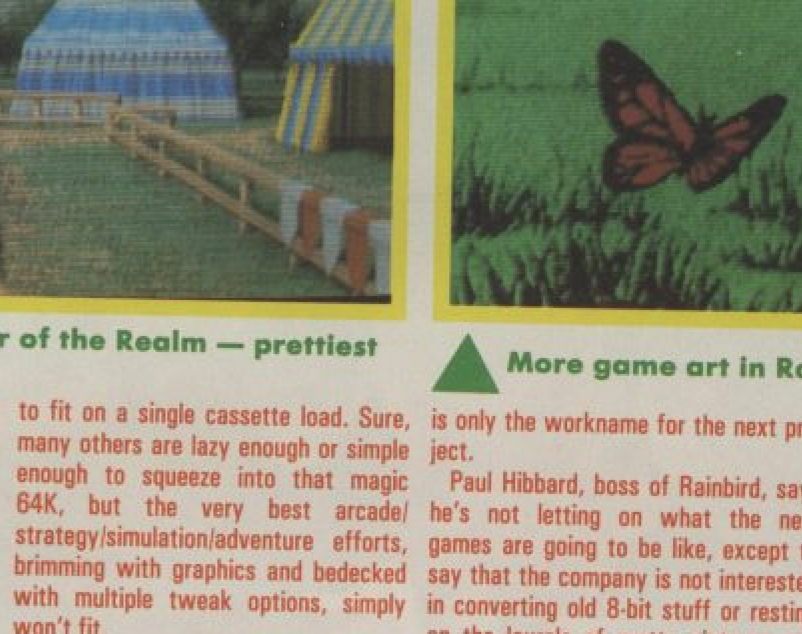
But that doesn't stop the Amiga 500 looking good as a primetime games machine. But to make it work, we'll have to see some radically new type of game emerging. What are the chances?

Well, "Simple, hot and deep" is a slogan of Dave Gardner's at Electronic Arts, one of the major producers of Amiga software in the USA, including some of the material bundled with the original machines.

So far, what we've seen of US games over here has been the simple and hot parts of the equation: one of the big differences between the two markets is that they don't use cassette tapes much in the States: nearly everybody has a disk drive.

So lots of US games never make it over here because they're just too big to fit on a single cassette load. Sure, many others are lazy enough or simple enough to squeeze into that magic 64K, but the very best arcade/strategy/simulation/adventure efforts, brimming with graphics and bedecked with multiple tweak options, simply won't fit.

The ST/Amiga equation in the UK means software houses can now start writing similar entertainments over here. The software house with real evidence of its intentions here is Rainbird: *Starglider* was a gauntlet laid down to the industry as a committed 16-bit game. *The Pawn,* by Magnetic Scrolls, voted Adventure Game of the Year in the Golden Joysticks Awards, is another such.



Amiga Starglider — a stunning game, but still based on ideas inherited from the 64 era.

"The Amiga version of Starglider" says programmer Jez San, "won't be very different from the ST version. That's because we didn't want to up the ante yet."

Although Jez says he could have made his Amiga version radically better, he prefers to wait for *Starglider II* before revealing all the tricks he has up his sleeve. *Starglider II* by the way is only the workname for the next project.

Paul Hibbard, boss of Rainbird, says he's not letting on what the new games are going to be like, except to say that the company is not interested in converting old 8-bit stuff or resting on the laurels of pretty pictures and exciting music.

"We intend to stay at the top of the range," he says, and insists that the sales of Rainbird's current catalogue are already turning a goodly profit even in these early days, although this is at odds with Gremlin's Ian Stewart who told us recently he wouldn't expect to sell more than 500 copies of an Amiga game in the UK.

The possibilities for Amiga software go far beyond the limits of conventional games. High on the list is the idea of interactive video: and I don't mean that in the way that software houses call a bit of flash animation a software movie.

The basic techniques are already being used, but in the commercial world. Peugeot, for example, have an Amiga database set up whereby selecting an icon on the screen automatically plays a short video demonstrating particular features of the car. This can even be done by touching the relevant location on the screen with your finger; touching London on the map gets you a list of London Peugeot dealers, for example.

Another interactive technique is that used by Triangle TV for its promotional video for the Ariolasoft game *Skyfox,* an aerial combat simulator. In the video, which you will be able to see at large chain stores, with luck, graphics of the *Skyfox* cockpit are superimposed on 'real' video of an aerial chase sequence to give you the illusion of a computer plane hunting down a real one.

The kit used to create and control the effect is rather more than you'd want to have sitting on your bedside table, but the end result can be played using a system like Genlock, which weighs in at £430. This allows the mixing of video and computer images on the same screen.

In theory, there's no reason why you couldn't build software which kept track of the images on the video relative to your plane and turn the promo video into a game itself. However, to sell such a game presupposes everybody has Genlock. That won't happen, so such games will have to wait until such a system is generally available at, say, £30 odd: or even built into the A500 in future versions. That hasn't stopped Triangle TV's Pete Barrat from researching the possibilities: "We're already considering a game played using video as a background to computer graphics." When pressed he reveals plans for a flight sim and an adventure game — the latter using real video locations instead of graphic pictures.

JOYSTICK VIDEO

This should be feasible within 18 months or so, when I would expect to see a number of tentative attempts at Video Othello or some such offered up

continued on page 85


NOW
YOUR EYES ARE NOT DECEIVING YOU
DECEPTOR®
Take on the mantle of Deceptor® and acquire the gift of three body forms not one. Metamorphosise from super fast, highly manoeuvrable surface vehicle to airborne craft of exquisite lightness and grace or become your very own alter ego in robotic embodiment. Master each of your forms in order to master the world your elders have compelled you to journey. Face the challenge of a lifetime and experience the traumas of this unique multi-dimensional world filled with the strangest, most animated objects, beasts and machines, the like of which you will have never encountered or ever imagined in your weirdest dreams.
ARE YOU READY TO TAKE UP THE CHALLENGE?
Avoid a multitude of threatening beasts, objects and machines...
...face the Keepers that stand between you and your continuing journey.
Witness on screen the sensational graphic metamorphosis as you bodily transform to meet each challenge.
...collecting, as you survive, the ammunition you need.
Manoeuvre your way around, over, and behind the truly dimensional world-scape...
CBM64/128
£9.99 Tape
£14.99 Disk
U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7A
Tel: 021 356 3388
U.S. GOLD

ENTERTAINING THE FUTURE

continued from page 83

for our delectation. That may be an unkind crack, but even Video Othello would be a worthy pioneering effort! "Desktop video" Commodore UK boss Chris Kaday calls the commercial angle. Joystick video may well be hot on its heels.

The real fun starts with the really big games, the soft operas. So far these are limited to the adventure field, and adventure players will find the A500 well-supported, with games from Rainbird and Activision among others backing up the mighty Infocom sagas.

You can play most of them on a C64 anyway, if you have a disk drive, but the combination of *Defender of the Realm* style graphics and Infocom gameplay with *Starglider*-quality arcade action could produce a multi-tasked entertainment which beggars what we've seen before.

Such games take time to produce. Chris Hibberd of Rainbird points out that prices have to take into account the long periods of programming that go into a really big 68000 game. So you can't expect the quality without paying the price: *The Pawn,* according to Anita Sinclair, was the result of several man-years of work. A US Gold six-week conversion job is not the same thing at all.

That is also one reason why software houses are very cagey about the directions in which they are going.



The Japanese challenge to the Amiga A500 and Atari ST — Sega's Master System with plug in game cartridge licensed from hot coin ops.

Their plans for original games may take another six to nine months to come to fruition even if they work flat out with no hitches. They can't afford the competition finding out what they're up to.

AMIGA'S GAMEY FUTURE

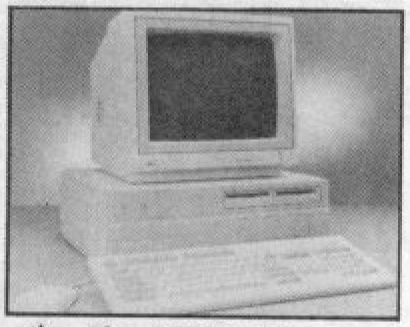
But in spite of the reticence of the leading software people, I believe the future looks bright for the Amiga family as far as games are concerned.

There is not doubt at all that programmers like Jez San are working on spectacular material, with results that will have you goggling by next Spring. It is a little artificial to ignore the tremendous capabilities of the Amiga as a home office/music machine/educational computer/programmer's dream, just to concentrate on games: but anybody who wants just games will still find the 16-bit machine forming the standard of the future, and if they can afford the Amiga 500, there's no reason not to go for it now.

You will have to be prepared to play a different type of game from the arcade clones. Dedicated consoles will be all you'll need for that; the choice is between class and quantity.

Amanda Barrie says the Sega machine should reach "a whole new market, because it will be perceived as a toy". Chris Kaday says the A500 takes home computers "away from games-only machines to a sophisticated multi-tasking product".

Between the two concepts — and entertainment software is crucial to both — I'm afraid the Commodore 64 (and Amstrads and Spectrums) are going to be left high and dry. Sooner or later, you're going to have to choose which side of the fence you're sitting on, and go for it. I'm choosing Amigas.



The A500's big brother — the most powerful Amiga yet.

WIN an Amiga A500



To win this Amiga all you have to do is tell us which 64 or C16 Plus/4 game would benefit most from being up-graded to Amiga format and why. Write as much as you like and use drawings or diagrams if you wish.

Entries must reach us by 20th April. Send to Amiga Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Name ....

Address ....

....

NEW Mk III

NOW THE FIRST OF A NEW GENERATION OF BACKUP CARTRIDGE

Innovative new hardware design and programming techniques have allowed us to produce a cartridge of a calibre never seen before!!!

Action Replay Mk III is more powerful, more friendly, has more features and will back-up more programs than any competing utility —even the latest protected progams!!

ACTION REPLAY III

Works by taking a "Snapshot" of the program in memory – so it doesn't matter how the program was loaded –from tape or disk – at normal or turbo speed. EVEN SO CALLED "ANTI-FREEZE" PROGRAMS.

ONLY £29.99 POST FREE

ACTION... REPLAY — NEW Mk III VERSION

JUST LOOK AT THE FEATURES

So simple to use: Just press the button and make a complete backup: Tape to Tape, Tape to Disk, Disk to Disk, Disk to Tape.
– THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME –



- All backups will reload at turbo speed independently of the cartridge.
- Dual speed tape turbo system programs can load up to 3 times faster than commercial turbos –thats over 10 times normal Commodore speed.
- Freeze the action then view the program with the monitor feature. Add pokes for infinite lives etc. Then Restart the game or backup – ideal for customised versions of your games.
- Special compacting techniques. Each program is saved as a single file.
- Transfers multistage tape programs to disk – more than any other cartridge – even the extra stages are turbo load – a unique feature.
- Sprite Killer! make yourself indestructible by disabling Sprite collisions in games.
- Picture Save. Save any multi-colour. Hires screen to disk or tape. Compatible with Blazing Paddles, Koala, Slideshow etc.
- Fully compatible with 1541, 1541C, 1570, 1571, and enhancer or any CBM compatible data recorder.
- For C64, 64C, 128, 128D (in 64 mode).
- Unique Sprite Monitor. Freeze the Action and view all the Sprites, watch the animations scroll across the screen. Save Sprites to disk or tape. Customize your games by loading Sprites from one game to another – then restart the program or make a backup.
- Compatible with fast DOS and Turbo ROM systems.
- Backup process in turbo speed – faster than any rivals.
- Fast disk format (20 secs).
- Built-in Unstoppable reset button.

FASTLOADER

Action Replay III even has a built in disk fast loader which speeds up loading 5 times. Uses no memory – invisible to the system. **You could pay £20 alone for this feature.**

PERFORMANCE GUARANTEE

100% SUCCESS? RIVAL CLAIMS? WHO'S KIDDING WHO?
"Action Replay Mk 3 will backup any program which any other cartridge can backup – and more! It also has an unmatchable range of features. Consider 'Freeze-Frame' for example, which uses more disk space, saves at slower speed, has slower tape loader, has no built in disk fastloader, no picture, Sprite or restart features and costs £10 more than Action Replay. So who's kidding who? Buy Action Replay Mk 3. If you find that it does not live up to our claims return it within 7 days of receipt and your money will be refunded.

SEE DISKMATE AD FOR COMBO OFFER

ACTION REPLAY ENHANCEMENT DISK

Extending Action Replay's capabilities even further, this disk, contains a collection of tape to disk routines for a few newer games which load subsequent parts in a non-standard way. All the latest titles are catered for – more than any competing utility, and unlike other systems, ACTION REPLAY LOADS EXTRA SECTIONS AT TURBO SPEED. Disk includes file copy, disk backup and other useful utilities. Regular updates at low cost for use with Action Replay only. **Disk £7.95.**

GRAPHICS SLIDESHOW SOFTWARE

Cartridge based backup systems usually destroy loading pictures – NOT WITH ACTION REPLAY. Multicolour pictures from games, graphic packages or loading screens can be saved to disk using Action Replay and viewed singly or in sequence with this sophisticated slideshow package. Turboload throughout. Sixteen pictures per disk. Joystick or keyboard control. An interesting new use for your computer.
Disk £4.95.

SPECIAL!! ENHANCEMENT DISK AND SLIDESHOW TOGETHER **ONLY £11.99**

NEW Disk Mate II (TM)



DISK UTILITY CARTRIDGE

only £14.99 POST FREE

Built-in Reset Switch

If you have a disk drive then you **need** a Diskmate!!

- Diskmate'

is a fast disk turbo loader that will speed up your normal loading software by 5 times.

BUT THAT'S NOT ALL

- Fast save
- Fast format (approx 10 seconds)
- Improved single stroke DOS commands ie. load, save, directory, scratch, etc.
- Redefined function keys: ie. load, load/run, list, directory, monitor, etc.
- Powerful toolkit commands: ie. old, delete, merge, copy, append, autonum, linesave etc., etc.

PLUS A powerful machine code monitor/disassembler. All the usual monitor commands: assemble, disassemble, move, find, compare, fill, number conversion etc., etc. **NB.** This is a full monitor, not a token effort like some available.

* Diskmate incorporates special switching techniques which make it "invisible" to the system. Therefore the fastload will work with more software than other types. In addition this makes the other commands including the monitor more powerful. For instance the monitor 'floats' and is able to look under ROMs and even under itself!

SPECIAL OFFERS

Buy Action Replay III and Diskmate together on the same cartridge for only. . . . This must surely be the most powerful cartridge available for the Commodore	£39.99 POST FREE
Buy Action Replay III and Fast Hack'em for.	£44.99 POST FREE
Buy Action Replay III and Diskmate II on the same cartridge plus Fast Hack'em for.	£54.99 POST FREE

Diskmate II was designed by Datel and the programming is by Dosoft. Need we say more?

IT'S HERE... **AMERICA'S BEST SELLING DISK BACKUP SYSTEM NOW AVAILABLE IN THE UK!**

FAST HACK'EM (TM)

BY MIKE J. HENRY

FOR THE COMMODORE 64/128

£19.99 POST FREE

A MULTI-MODULE SYSTEM - ALL ON ONE DISK

FAST HACK'EM IS QUITE SIMPLY THE BEST DISK COPYING SYSTEM AVAILABLE, ANYWHERE AT ANY PRICE.

SIMPLE TO USE FULLY MENU DRIVEN

WARNING FAST HACK'EM IS A VERY EFFECTIVE PRODUCT DESIGNED TO ENABLE USERS TO MAKE BACK UP FOR THEIR OWN USE – DATEL IN NO WAY CONDONES SOFTWARE PIRACY.

BECAUSE FAST HACK'EM IS PRODUCED IN THE U.S. IT WILL ALWAYS BE ON TOP OF THE LATEST PROTECTION TECHNIQUES. SINCE MANY OF OUR LATEST PROGAMS APPEARED IN THE U.S. MANY MONTHS AGO.

SINGLE 1541 MODULE

- AUTO NIBBLER [illegible]
- NIBBLER [illegible]
- FAST COPY [illegible]
- FAST COPY [illegible]
- FAT TRACKER [illegible]

SINGLE 1571 DRIVE (64 OR 128 MODE)

- FAST COPY [illegible]
- SINGLE OR BOTH SIDES [illegible]
- C64 or 128 Modes

TWIN 1541 DRIVES MODULE

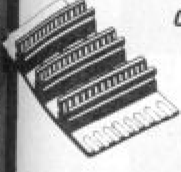
- AUTO NIBBLER: Copy an entire protected disk in under 1 minute. Features auto track/sector analyzer.
- FAST COPY: Copy entire disk in 36 seconds with verify.
- AUTOMATIC FASTCOPY: As above but with completely automatic operation. In fact once set up doesn't even need the computer. A must for duplicating disks on a large scale.

1541 PARAMETERS MODULE

This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims, but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as they're made. Prices to be £6 plus old disk.

SPECIAL OFFER! QuickShot II ONLY **£6.99** or for C16 including Interface **£8.99** POST FREE

Save wear on your expansion port: 3 slot Motherboard for 64/128



ONLY £16.99 POST FREE

- ☐ ACCEPTS 3 CARTRIDGES
- ☐ SWITCH IN/OUT ANY SLOT
- ☐ ON BOARD SAFETY FUSE
- ☐ HIGH GRADE PCB/CONNECTORS
- ☐ RESET SWITCH

AVAILABLE NOW!!

Now a full Midi Interface for your 64/128 at a realistic price! POST FREE

NOW ONLY £24.99



- ☐ MIDI IN
- ☐ MIDI THRU
- ☐ 2x MIDI OUT
- ☐ Compatible with most leading software packages:

• Advanced Music System • JMS • SEIL, etc.

Special Offer! Buy Midi Interface + advanced music system only £49.99 + £2 postage (disk only).

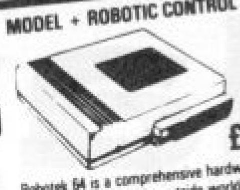
COMPUTER DATA RECORDER



ONLY £24.99 POST FREE

- ☐ QUALITY COMMODORE COMPATIBLE DATA RECORDER.
- ☐ PAUSE CONTROL ☐ COUNTER.
- ☐ SUITABLE FOR 128/64.
- ☐ ALSO AVAILABLE FOR: C16/PLUS 4 PLEASE ADD £1.00.
- ☐ SEND NOW FOR QUICK DELIVERY.

MODEL + ROBOTIC CONTROL MADE EASY WITH ROBOTEK 64



£39.99 POST FREE

Robotek 64 is a comprehensive hardware/software package to interface your 64 to the outside world, models, robots, lighting, sensors etc., etc. The features make Robotic 64 the most sophisticated unit available at any price.
• 4 output channels each with on board relay. • 4 digital inputs fully buffered. • Analogue input with full 8 bit conversion. • Sound input for voice recognition and voice controlled switching.
☐ Software features: sequencers to control output. Analogue measuring module. Test Program. Voice Activation Module, much more. Voice recognition software to be released soon.
Total package no more to buy!

COM-DRUM



ONLY £29.99 POST FREE

DIGITAL DRUM SYSTEM

SPECIAL OFFER AUDIO/TV LEAD (WORTH £4) FREE!!

Now with the Com-Drum digital system you can produce studio quality drum rhythms with real drum sounds. All the features of systems 10 times the price.

• A complete digitally recorded drum kit, i.e. 8 voices – kick drum, snare, tom-tom, hi-hat, cymbal etc. etc. N.B. these are real drum sounds – not synthesized.
• Real time and step time sequences • Full editing system. • 16 Alternative voices supplied free.
• 8 pre programmed rhythms to start you off.
• External sync facility. • Very simple to use.
• Line output to hi-fi amp or through TV with optional audio TV lead (see offer). • On screen menus. • Stylish case. • Please state tape or disk software.

COM-DRUM EDITOR

Enables you to construct your own drumkits. 24 Drum sounds supplied on disk which you can arrange yourself to make custom kits. Names are then added and saved as a complete set for use in the Com-Drum. Existing kits as supplied with Com-Drum can also be editing to your choosing. Available on Disk only **£4.99** post free.

NEW Turbo Rom II

Replacement Kernal
New upgraded routines! PLUS
Fast Format
Fast Save



POST FREE! **£14.99**

Turbo Rom actually fits inside your computer and replaces the normal slow Kernal Rom with superfast disc loading routines plus extended DOS commands.

- Loads most programs at 5-6 times speed
- Improved single key commands
- Fits inside computer so all ports are free
- Return to normal kernal at flick of switch
- Fitted in minutes – no soldering usually needed (on a few C64's the old Rom may have to be de soldered)

Turbo Rom I can be upgraded for £5 plus old chip.

NEW smart cart



An 8K or 32K pseudo ROM cartridge

£14.99 8K version **£29.99** 32K version

Now you can have a cartridge that you program as if it were computer RAM then acts as if it were ROM.

- ☐ Battery backed to last for upto 5 years (lithium battery). Simply load in the program and flick the switch. The cartridge can be removed and will retain the program just like ROM.
- ☐ Make autostart cartridges without the need for an EPROM burner.
- ☐ Can be switched on/off board from keyboard.
- ☐ 32K version offers 4 x 8K pages under software switching.
- ☐ Some knowledge of m/c is required but full instructions included.

DIGITAL SOUND SAMPLING

COMPLETE PACKAGE

£49.99 POST FREE



FREE AUDIO (TV LEAD!)

NOW FOR YOUR COMMODORE 64

The Datel Sampler now brings you this technology at a sensible price!

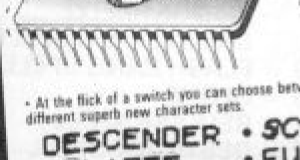
• The Sampler allows you to record any sound digitally into memory and replay it instantly at any pitch, backwards, forwards, ascending scale, descending, with echo, reverb, flanging, endlessly looped etc. Truly professional hardware incorporating:
•Full 8 bit D and ADC conversion.
•Line or MIC input, line output and feedback control.

A comprehensive software package including:
•A live effects menu with echo, reverb, digital delay etc.
•Full sample editing facilities with review and on screen frequency plotting.
•A powerful real time sequencer.

Copy Drum Software available separately at £9.99 to turn your sound sample into a Com-Drum system as well as a sampling system.

TURN YOUR MPS 801 INTO 4 PRINTERS IN ONE!

PRINTER IV ONLY POST FREE **£19.99**



Alternative character Rom fitted in minutes – no soldering required.

Each set has true descenders.
All 4 sets can be mixed within one document.
Printer IV is a direct replacement for the normal printer ROM so it is 100% compatible with your existing software.
Graphics – No Problem either.
SEND NOW FOR QUICK DELIVERY

• At the flick of a switch you can choose between any of 4 different superb new character sets.

DESCENDER • SCRIBE
ECLIPSE • FUTURE

"For anyone who uses their printer often this chip is a must. It's quick and easy to use and the end results are impressive." YOUR COMMODORE Jan. '87.

IT'S BACK TOOLKIT IV

ONLY £9.99 POST FREE



THE ULTIMATE DISK TOOLKIT FOR 1541/1540

Toolkit IV has, for some time, been generally recognised as the best disk toolkit available. The only problem for Datel was that it was distributed by someone else!! So when the opportunity to obtain the rights came our way, we jumped at it. And what's more, in keeping with our general pricing policy, we are offering it at less than half the previous selling price. A disk toolkit is an absolute must for the serious program hacker and TOOLKIT IV has more features than most for less:

DISK DOCTOR V2 – Read and write any track and sector including extra and renumbered tracks. Repair damaged sectors. Look underneath read errors.

HEADER/GAP EDITOR – Decodes and displays ALL header information including off bytes and header gap. Rewrite the entire header and header gap. Renumber sectors. Also edit any sector tail gap.

FAST DISK COPY – Copy an entire disk in 2 minutes or less using single 1541.

FAST FILE COPY – Selective file copy. Works at upto 6 times normal speed.

DISK LOOK – Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam. Much, much more.

FILE COMPACTOR – Can compact machine code programs by upto 50%. Saves disk space. Compacted programs run as normal.

FORMATTER – 10 second format an entire disk or format any individual track or half track 0 to 41. Redefine any of 30 parameters to create or recreate unique disk formats.

ERROR EDIT – Quickly find and recreate all read errors including extra and renumbered tracks or sectors and half tracks from 0 to 41: even recreates data under errors and allows you to redefine any necessary parameters.

PLUS DISK DRIVE SPEED TEST, DISK ERASE, DISK DRIVE RAM MONITOR, DISK LOG, BASIC COMPACTOR/UNCOMPACTOR, FILE MAKER + MUCH, MUCH MORE.

TOOLKIT IV is an absolute must for the serious disk hacker. It has all the routines tha the others have plus all the ones they don't . . . there is no better product available at any price . . . available now complete with comprehensive instructions.

IT'S A COMPLETE LIGHTPEN SYSTEM . . . IT'S AN ALL IN ONE ILLUSTRATOR/GRAPHICS PACKAGE.

IT'S BLAZING PADDLES ILLUSTRATOR

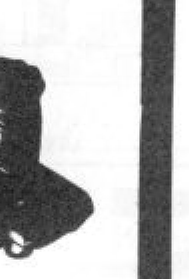


DEALER ENQUIRIES WELCOME

Complete with the DATEL LAZERWRITER



An Advanced Lightpen featuring state of the art fibre optic technology.



ONLY £24.99 POST FREE **TAPE OR DISK** (PLEASE STATE WHICH)

Yes Blazing Paddles is one of America's top selling graphics packages. Fully Icon/Menu driven, comes complete with the Datel Lazerwriter – A lightpen featuring the latest polymer fibre optic cable and sensor for pin point accuracy of a calibre simply not possible with-conventional system.... ....But that's not all – Blazing Paddles will also work with any standard input device including Joysticks, Touch Tablets, Paddles, Mice, Trackball and Professional Graphic Tablets

A SUPERB PACKAGE WITH ADVANCED FEATURES

- ☐ Advanced Colour Mixing to create over 200 textured hues
- ☐ Painting with a range of brushes ☐ Air Brush ☐ Ovals
- ☐ Rectangles ☐ Lines ☐ Rubberbanding ☐ Text Mode
- ☐ Fill ☐ Single Dot Mode ☐ Freehand Draw
- ☐ Shape Library ☐ Clear ☐ Printer Dump
- ☐ Hires Screens saved from Action Replay can be loaded and edited etc (Disk)

PLUS A zoom feature for single Pixel editing while viewing, the results at full scale. ☐ Powerful cut and paste facility, shapes can be picked up, moved around, repeated and saved. ☐ Full Load and Save feature for pictures, shapes and windows which are supplied.

If you think the Software you get with your Mouse/Graphtablet is a bit weak then you can buy Blazing Paddles Software alone. FOR ONLY **£12.99** TAPE OR DISK (PLEASE STATE)

Note conventional Lightpens cannot cope with the high Pixel resolution of Blazing Paddles – only Lazerwriter is suitable as a Lightpen input.



PADDLES ILLUSTRATOR IS FOR EVERYONE!

Using the Lazerwriter a child can use it as a colouring book or a computer artist can create superb graphics.

DATEL ELECTRONICS

USUALLY SAME DAY DESPATCH ON ALL ORDERS
SEND CHEQUES/P.O's TO:
UNITS 8/9
FENTON INDUSTRIAL ESTATE,
DEWSBURY ROAD, fenton,
STOKE-ON-TRENT TEL: 0782 273815
FAX: (0782) 264510

24 HR CREDIT CARD LINE

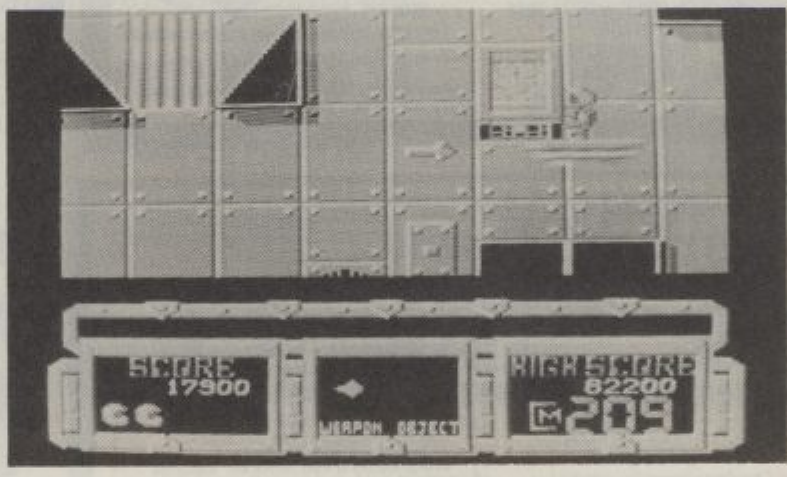
FOREIGN ORDERS ADD £2 POSTAGE

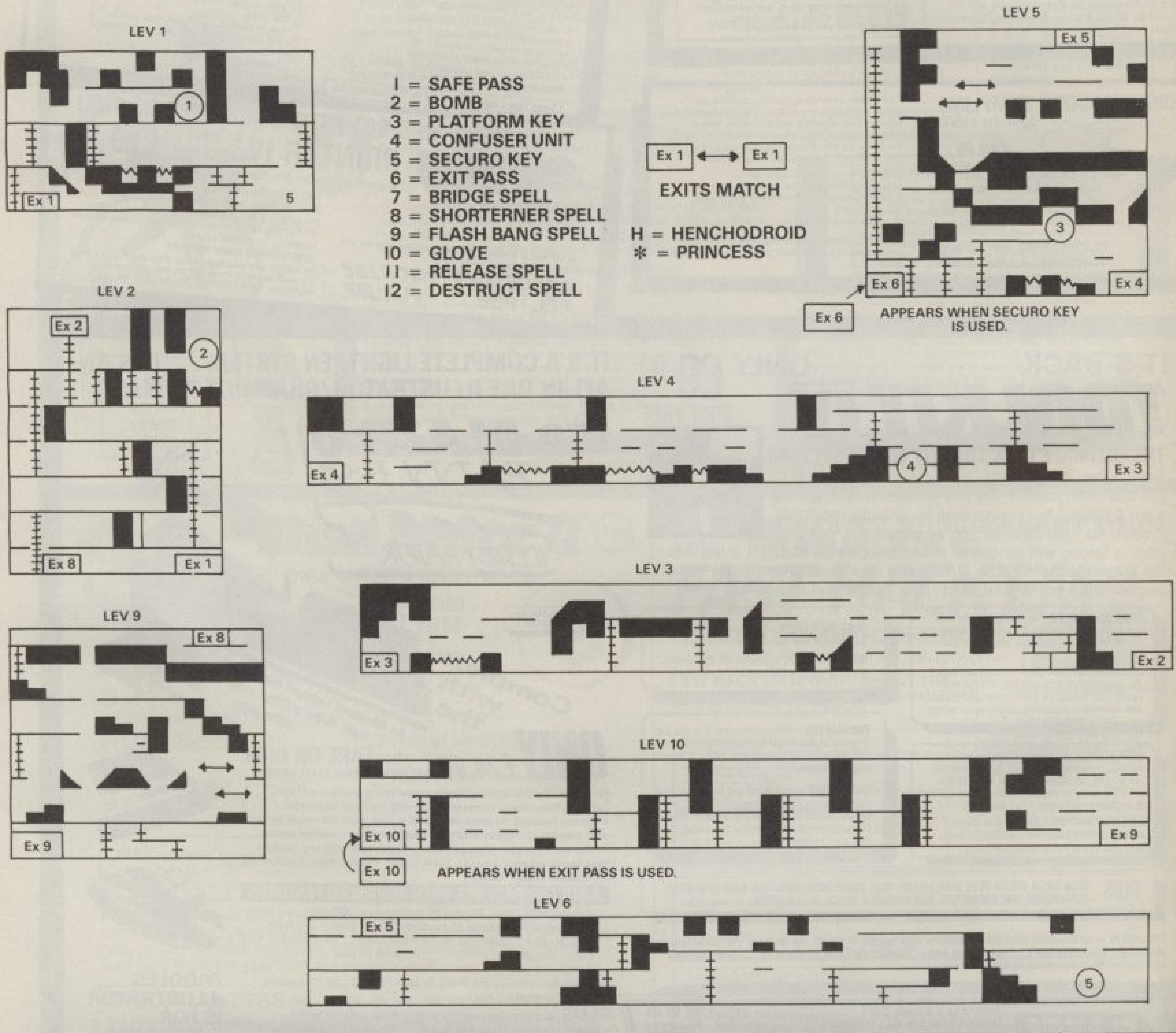
SEE US ON PRESTEL PAGE No. 258880000A 12 Page Catalogue + Order Page

Play to WiN

FUTURE KNIGHT

Gremlin Graphics are not known for arcade adventures. Arcade games are much more their scene. This did not stop them throwing a really tough one at gamers last month. David Kite was up to the Future Knight challenge. Here is his map.

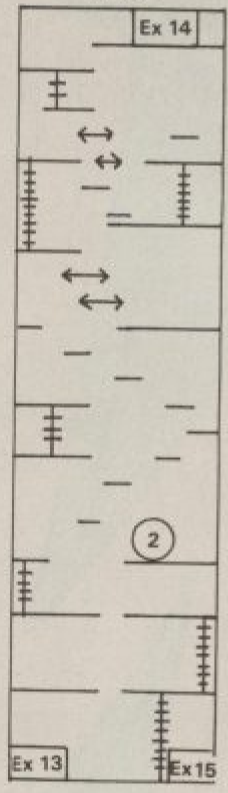




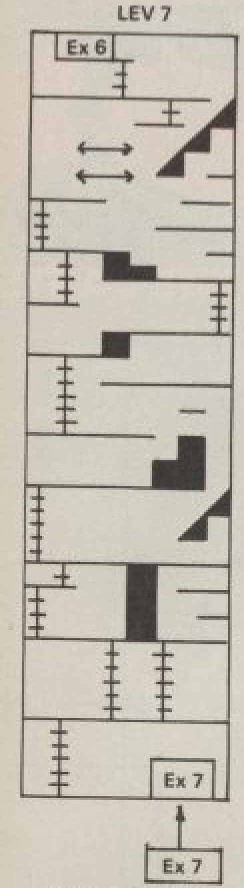
Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

LEV 14

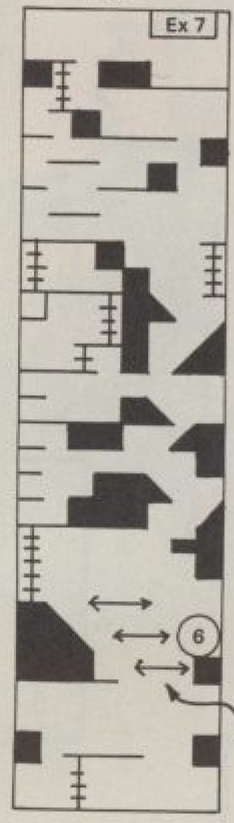


LEV 7



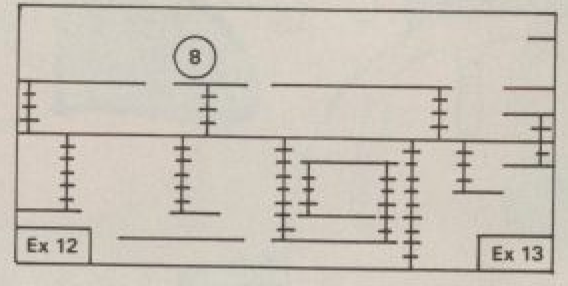
APPEARS WHEN SAFE PASS IS USED

LEV 8

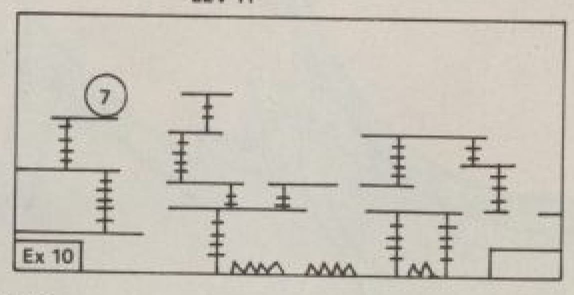


APPEARS WHEN PLATFORM KEY IS USED

LEV 13

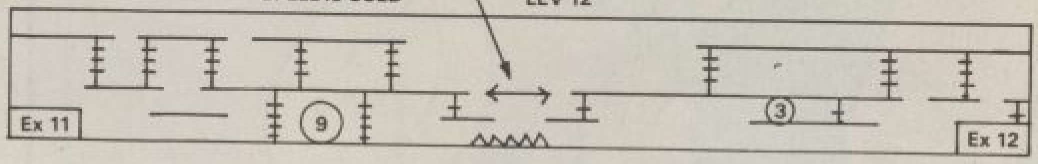


LEV 11

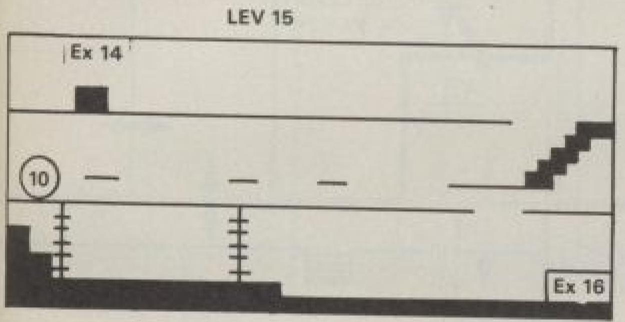


APPEARS WHEN BRIDGE SPELL IS USED

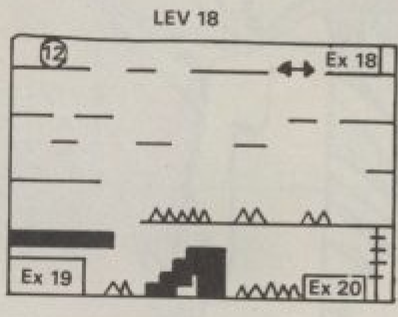
LEV 12



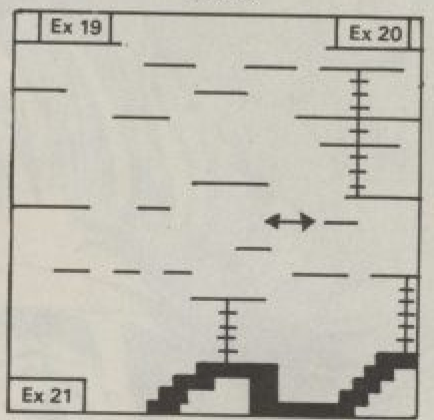
LEV 15



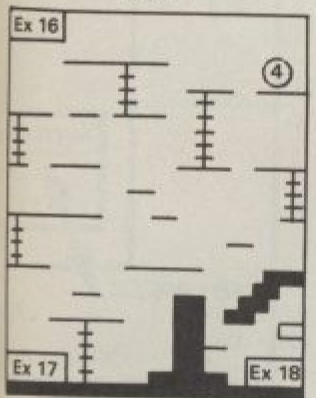
LEV 18



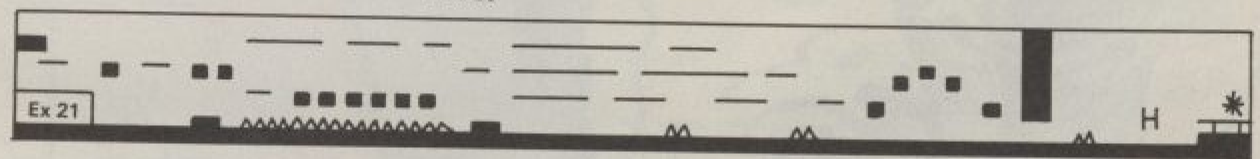
LEV 19



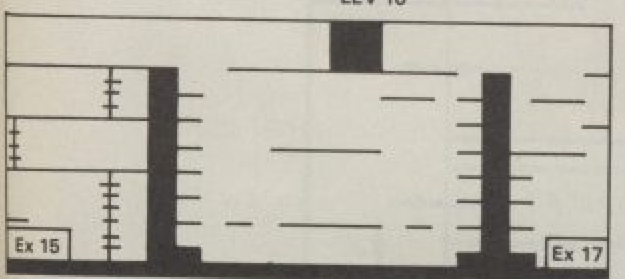
LEV 17



LEV 20

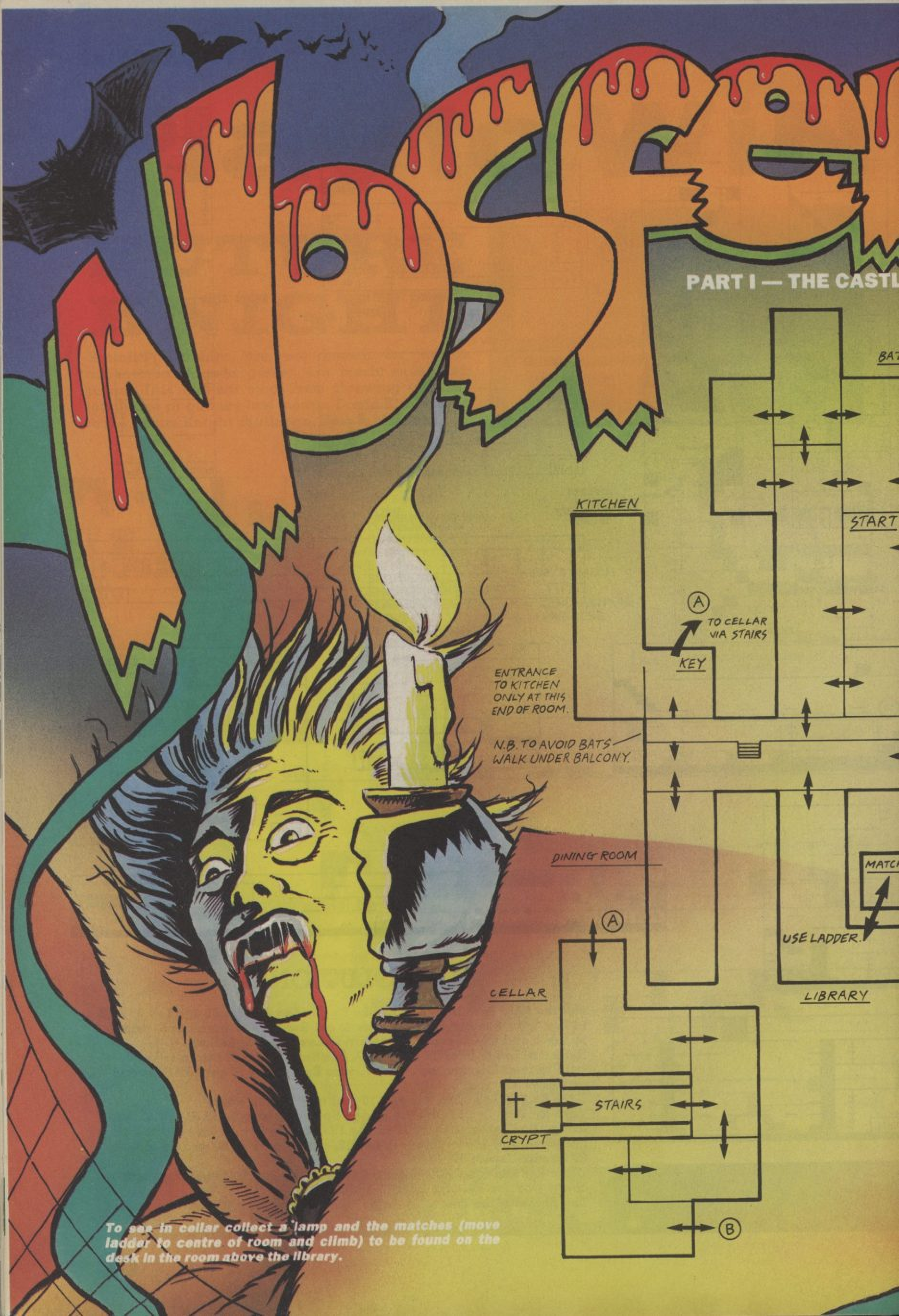


LEV 16

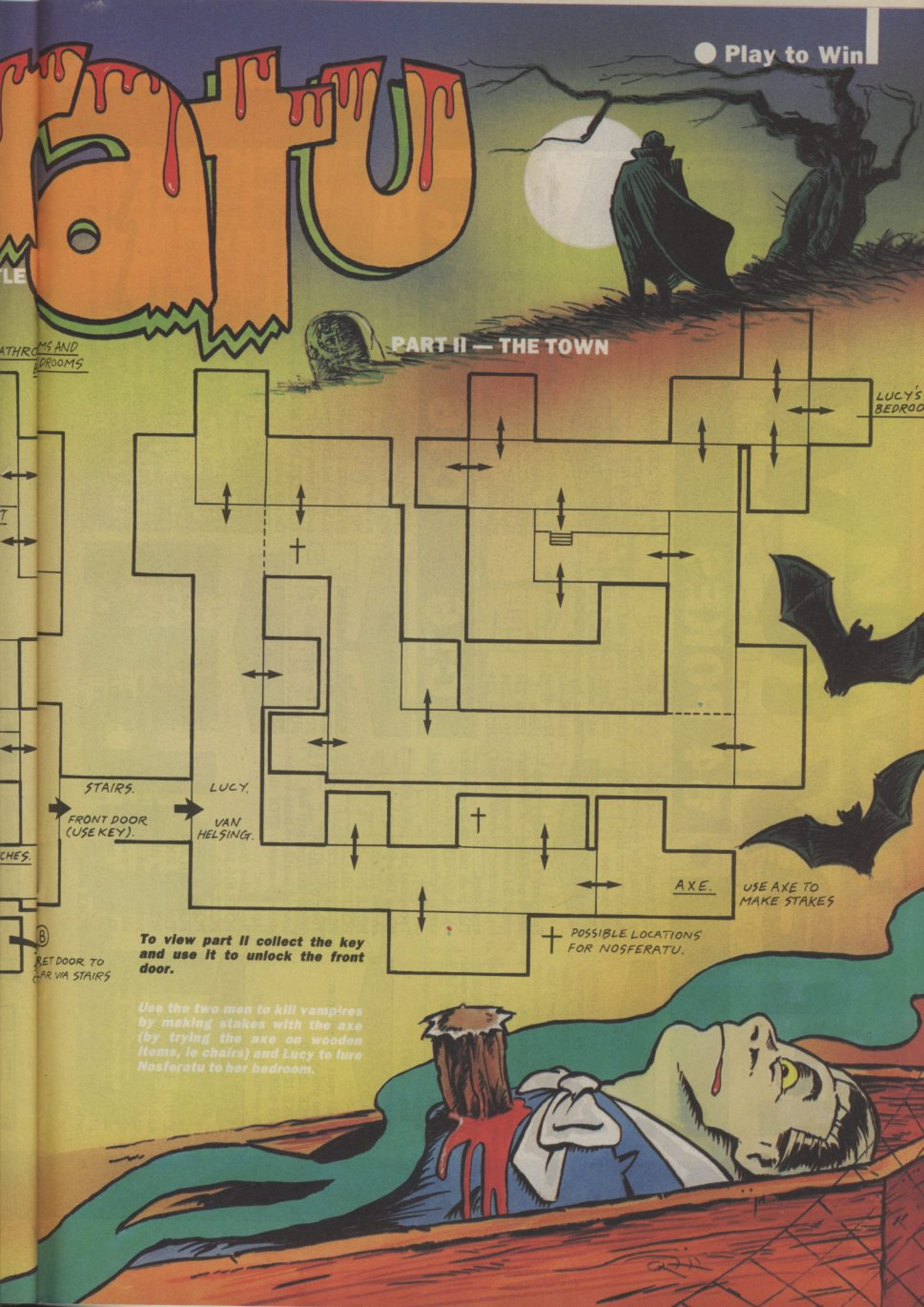


SOLUTION

Get the Safe Pass from Lev 1, take Ex 1 to Lev 2, take Ex 2 to Lev 3, Ex 3 to Lev 4, Ex 4 to Lev 5, Ex 5 to Lev 6, get Securo Key from Lev 6, return to Lev 5 and use Securo Key, return to Lev 6, get Safe Pass.
Return to Lev 5, take Ex 6 to Lev 7, use Safe Pass and return to Lev 5, get Platform Key and go to Lev 7, take Ex 7 to Lev 8, get Exit Pass and go to Lev 2.
Take Ex 8 to Lev 9, Ex 9 to Lev 10 and use the Exit Pass.
Take Ex 10 to Lev 11, get the Bridge Spell and take Ex 11 to Lev 12, use Bridge Spell then take Ex 12 to Lev 13, Ex 13 to Lev 14, Ex 14 to Lev 15, get glove and use it, return to Lev 12, get Release Spell and go to Lev 20 through Levels 17/18/19.
Go to the end of Lev 20, stand on table and blast Henchodroid, stand over * and use Release Spell. The End.
The Shield is the best weapon as it can also destroy incoming missiles.



To see in cellar collect a lamp and the matches (move ladder to centre of room and climb) to be found on the desk in the room above the library.



To view part II collect the key and use it to unlock the front door.

Use the two men to kill vampires by making stakes with the axe (by trying the axe on wooden items, ie chairs) and Lucy to lure Nosferatu to her bedroom.

Play to WiN

64 POKES

GREMLINS

This little tip is for anyone who has got the American version of "Gremlins" (the arcade game). Once it has loaded reset the computer
Type POKE 4298,84:
SYS4096
To stop the Gremlins killing you when they touch!
Warning: this poke does not work on some versions of the game!
'Nipper',
London, SW13.

ARCANA

Reset your 64 and enter these pokes:
POKE 12933,0
POKE 12934,2
SYS 4096
for everlasting energy.

FUTURE KNIGHT

Hold down the keys: 4, 7, 9, E, U, I, M. The title screen and the border should go grey and "Future Cheats" should be displayed instead of "Future Knight". Now press fire to start the game with infinito lives . . . hah!
PS: I found the cheat mode by nutting the keyboard. Thanks to my dad for help with that one.

PAPERBOY

February's Paperboy poke had a problem — it wouldn't work! So here's a new one for frustrated players — our apologies.
This is an infinite live routine which doesn't require a reset. Follow the instructions carefully.
Type load and press return.
When the ready prompt comes up enter
POKE 1010,76
POKE 1011,248
POKE 1012,252
Then type RUN
When the first part has loaded it will go back to the start up screen. STOP the tape now!
Now enter these:
POKE 816,167
POKE 817,2
POKE 2086,248
POKE 2087,252
Then SYS 2061
When tape stops press runstop and restore keys to stop computer locking up.
Then enter these:
POKE 816,167
POKE 817,2
POKE 2086,248
POKE 2087,252
Then SYS 2061 and load the final part. Loading screen may mess up, this is OK.
When loaded press Runstop and Restore.
Now enter the infinite lives pokes
10746,234
10747,234
10748,234
Now SYS 2090 to start game,
N. G. Tierney,
London, N16.

P.O.D.

To get infinite lives, load the game, press Reset, and type:
POKE9467,173:SYS7936
Neil Boyd,
Kingswood, Bristol.

SPACE HARRIER

Reset the Commie and type
POKE 6060,60:SYS2128
to enable you to fly straight through the trees and other obstacles.

C16 C16 C16

STRIP POKER

Enter monitor and type
X
21 CY= (pic. no. (0-4)
RUN

PINPOINT

I read the review of Anco's Pinpoint in CU and felt sorry for Eugene Lacey. So I bought the game to see if I could help him out. So here are some pokes I pinpointed to help.
TO SELECT LEVEL:
Press RUN/STOP and RESET button together
Press X (RETURN)
POKE 213,N (where N any number 0 to 9 for levels 1 to 10)
SYS 10475 — To start game at level selected (wait until sound fades away).
TO ALTER TIME BONUS
Do full reset
POKE 4504,N (where N any number 1 to 9 — 1 shortest time, 9 longest time)
SYS 4108 to restart game
(POKE 4504,6 to return to normal).
TO STOP TIME CLOCK
Do full reset
POKE 5411,121 (giving unlimited time on level)
SYS 4108 to restart game
(POKE 5411,222 to return to normal).
David Black,
Gateshead.

PLANET SEARCH

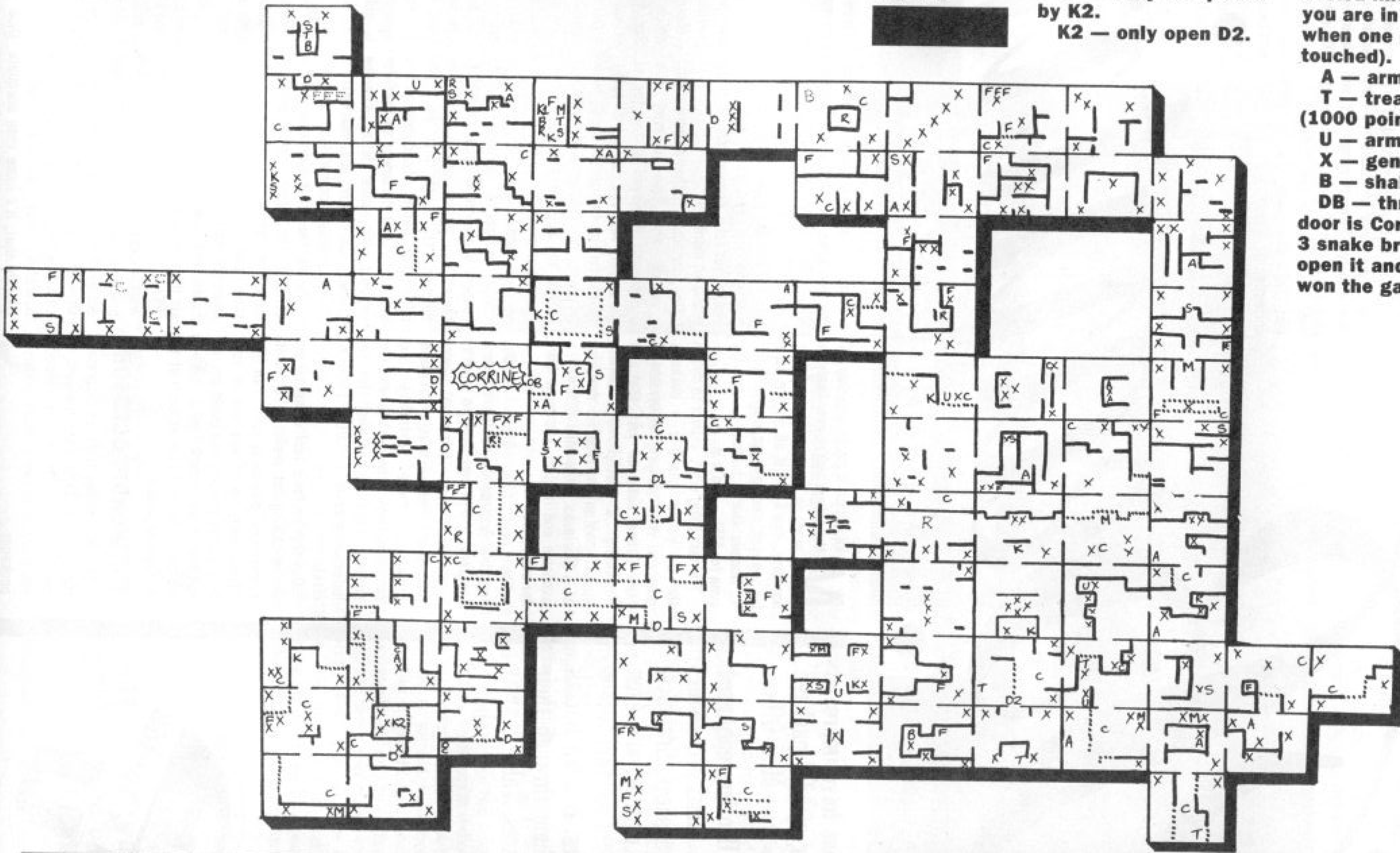
Enter monitor and type
>2F42 A9 00 ER
to enable you to go to next level even if you crash on planet transfer
>22BC start level 00-07
>2356 EA EA EA for infinite lives
run with G3182
Tadpole, Kimberley, Notts.

STORM

MAP'S KEY

D — door (that can be opened by any key).
K — key (that can open any door).
D1 — special door that can only be opened by K1.
K1 — special key that only opens D1.
D2 — only be opened by K2.
K2 — only open D2.

R — restorative fluid (worth 500 energy points).
F — food (worth 200 energy points).
M — mask, magic.
S — scroll.
C — cabbalas (whatever is shown as a dotted line in the room you are in disappears when one of these is touched).
A — armour.
T — treasure chest (1000 points).
U — armulet.
X — generator.
B — shake broach.
DB — through this door is Corrine. Get the 3 snake brooches to open it and you have won the game.



Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

Small is Beautiful

Mini Office II for the 64/128

Database have improved on their wonder package – Mini Office.

Mark II offers enhanced word processing, Spreadsheet, Graphics, Babel printer, and even Communications packages. Bohdan Buciak puts them through their paces. Take it away Bohdan.

Tried & Tested

By Bohdan Buciak

Mini Office II packs together all the things you're ever likely to want to use a computer for in business. You'll get it all on one tape (or one disk) and pay less than £20 for it. Sounds like a bargain — too big even for MFI — and it is.

The last thing you'd expect to see in the 64 games chart is a business program. Well, the original version of Mini Office achieved just that, by combining a fistful of business applications on one tape for the price of a bus pass. Now Mini Office II is available and it gives you even more for even less.

The new Mini Office bundles together just about all the business programs you're ever likely to want to load into your computer: word processor, spreadsheet, database, graphics, label printing and communications. You get the whole lot on one tape or one disk for the ludicrous price of £16.95 (£19.95 on disk).

Buy that lot for a 'real' computer and you're talking fat wallets. So for its suspiciously give-away price, can Mini Office really be of any use to you? Surprisingly enough, you could actually run more than a whelk stall with it — a lot more. So let's look at each of the modules separately.

THE WORDPROCESSOR

This is probably the best program of the six. It really is a full-featured wp program with lots of the functions you'd expect to find on more expensive packages.

There are a huge range of editing commands, accessed by pressing a key with either the Commodore or CTRL key. The function keys also provide a few commands. Apart from the usual functions you can copy and move blocks, set tabs, change colours and a whole lot more.

One nice touch is that a word-count, a clock and free memory are permanently displayed at the top of the screen. And you can get a typing-speed readout, though this didn't seem to work. No matter how quickly I bashed the keys, it still said 'eleven words per minute' — what a blow to my journo ego.

More advanced features include headers and footers, page numbering, search and replace and a mailmerge function. The latter lets you take information out of the database and put it into your document so that, for example, the same letter can be printed out with any number of different names and addresses on it.

Like all the other programs in Mini Office II, the wordprocessor lets you output to Commodore printers via the serial port and provides Centronics interface software for outputting to Epson and Epson-compatible printers via the user port.

This is a pretty powerful wordprocessor, full of advanced and practical functions. It's both well designed and implemented. However, it shows its age a little by using two-key commands — most programs nowadays use pull-down menus. Despite that, it's more than adequate and, with a little work, will produce professional quality results.

The program is not of the 'what you see is what you get' variety, but post-formatted. That means you simply write in text across 40 columns and arrange it later to suit the way you want it to look when printed. That's done in two ways: by means of a menu that displays formatting options and by a set of text-embedded commands. Before printing you can 'preview' the text to make sure it's formatted correctly.

THE DATABASE

This is up to the same high standards of programming and equally ambitious in scope. It allows a maximum 2048 records per file, with 20 fields per record and 18 characters per field. Fields can be specified as Alpha (text), Integar and Decimal (both can be used for calculations).

Once you've defined your file structure and saved it to tape or disk, you can start inputting information. Records can be deleted, amended or marked, which allows you to create a sub-database out of them. The usual searching and sorting facilities are also provided.

More advanced is the Form field which is used for entering formulae. Say, for example, you wanted to add or subtract field 6 from field 5, the result would go into the form field that contains the relevant formula.

As already mentioned, data from the database can be placed into the wordprocessor either by means of the mailmerge function or as data files that have been saved off — all records can be saved or only ones that have been marked. Records can be printed in the same way. It's worth mentioning, though, that mailmerging is painfully slow if you're using cassettes.

THE SPREADSHEET

Once again, this spreadsheet has big ambitions. It has a limit of 4,000 cells with up to 120 columns and up to 99 rows. You get all the mathematical formula functions you'd expect and comprehensive screen editing. Again, that's done by using the CTRL key and a selection of other keys.

Individual cells or whole columns or rows can be copied and cells can be locked so that you don't accidentally destroy data in them. Automatic calculations can be turned on and off, thus saving time when you're

manipulating lots of figures — make the changes and then recalculate the whole lot at once.

The only problem with the spreadsheet is not of its own making. The Commodore 64's 40 column screen just won't let you see enough of it to make it feasible for large jobs. You see only a maximum of three rows at a time. There is a scroll mode, though, that helps you get your bearings. But you will have to keep printing the sheet out to do any real work. By the way, you can print the whole sheet or specify just part of it.

THE GRAPHICS

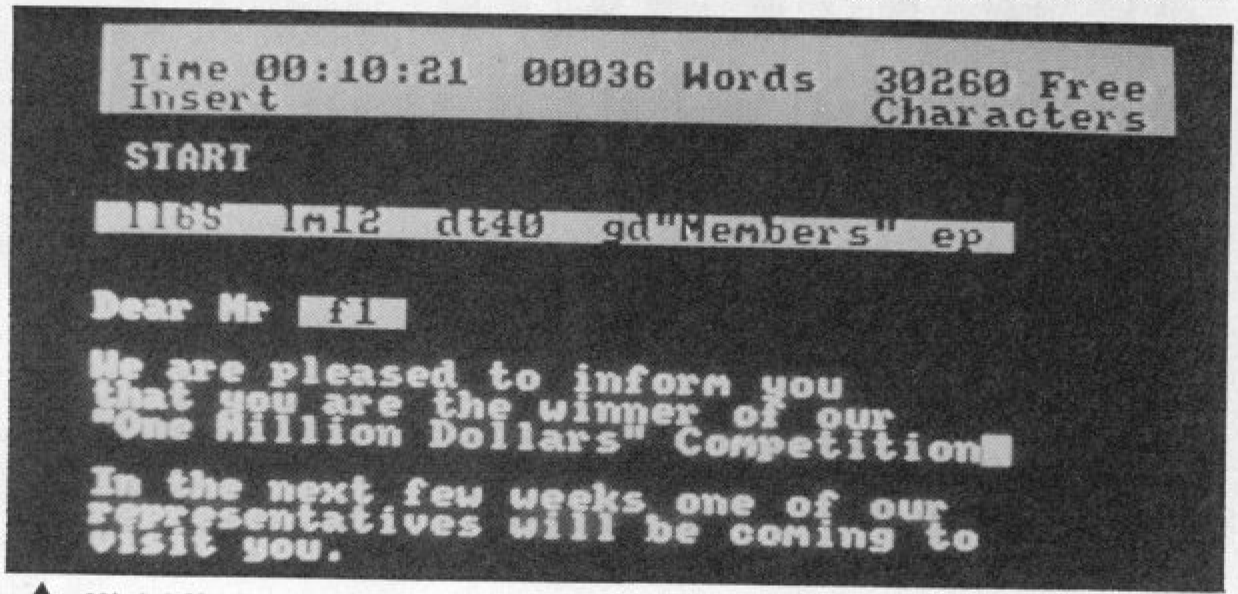
The main purpose of this module is to take data from the spreadsheet and print it out in a number of graphical formats: bar, pie or line chart. To do this, you first save spreadsheet data in a way that can be read by the Graphics module. It's all explained but, for me, this amounted to the most difficult part of the system to come to grips with, and I didn't get very good results.

If you persevere, the best results you could get would be to display three sets of data in the same graph with a maximum of 20 values per set. The graphics can be souped up with a title and names and labels for the horizontal and vetical fields. Like the other modules, a finished graph can be saved or printed out.

LABEL PRINTER

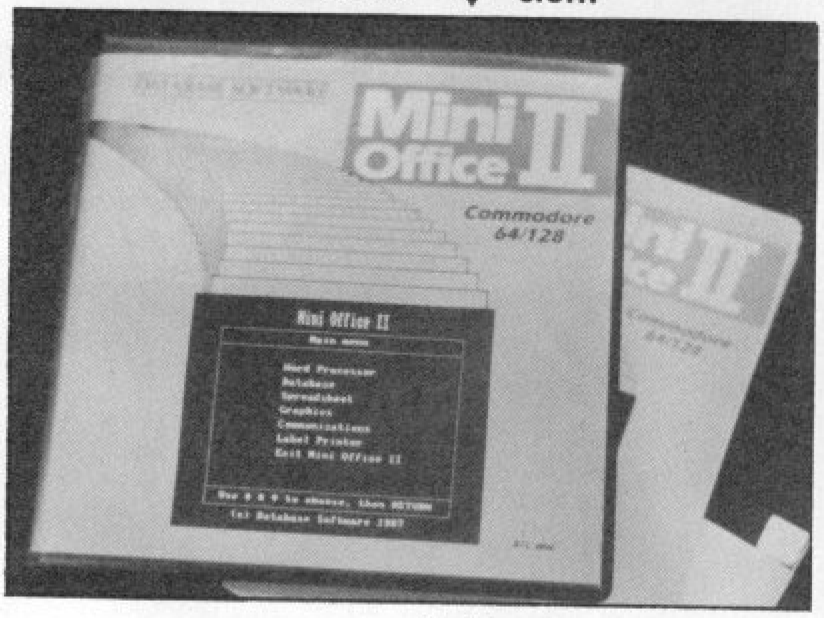
This works in a similar way to the Graphics module, but this time data is taken from the database section for printing out on labels. You can use it independently, of course, simply by typing in the information there and then — somehow that defeats the whole object.

The best way is to create a label format by specifying the database fields you want printing out and in what order. You also specify the width of lines and the number of labels across a page (up to seven). These formats can be loaded and saved at will.



▲ **Mini Office II would be worth your money for its word processor alone.**

▼ **Good as the 'real' stuff.**



The Label Printer will be pretty useful if you're already mail-merging word processed documents. For example, the name and address data you've got can be used both in the letter and to address the envelope — and that could save an awful lot of typing.

COMMUNICATIONS

Mini Office II supplies two communications programs. The first is designed to let you access (via a modem) electronic mail services like Telecom Gold and MicroLink — provided you've bought the subscription.

This sounds pretty slick and businesslike, but how many people do you know who actually subscribe to these services and would you really need to send them messages on it? Don't think I'm complaining, this lot already amounts to free software.

That aside, this looks to be pretty comprehensive as comms packages go, allowing you to customise all the communications protocol options (baud rate, XON/XOFF, frame format, filter etc) to establish a common link. You also get a Commodore modem version of the program, restricted to 1200/75 baud, ie the only baud rate this machine will work on.

THE MANUAL

The manual deserves a mention because it's a well-written and designed 90-page booklet. It's sprinkled with screen shots, is generally easy to read and leads you by the hand with nice 'n' easy examples. There's also a set of handy command reference cards at the back. In all, very impressive.

CONCLUSIONS

The only fault I can find with this program is that it's just too generous for the price — Database could have sold it for a lot more. It makes some of its over-priced competitors hang their heads in shame.

Whether you could run a small business with it is another matter. I'll stick my neck out and guess that you could.

But the real value of this program is that it's a brilliant person-in-the-street introduction to business computing. If you've ever wanted to uncover the mysteries of spreadsheets, databases, wordprocessors and how they can integrate, here's your chance to do it cheaply. And if you ever come across the 'real' stuff, you won't find many differences. Looks like Database have booked another space in the charts.

small is Beautiful

- **Mini Office II**
- **Commodore 64/128**
- **Database Software**
- **Price: £16.95/cass £19.95/disk**

BOTTOM DRAWER

The Image System reviewed

Not another drawing program for the 64? 'Fraid so. But this one claims to be "the most advanced graphics package so far". Oe-er, better load it up then.

CRL reckon their Image System is a pretty nifty piece of drawing software. I won't say they're liars but I will say that I haven't yet done any nifty drawings with it — a few boxes and squiggles are definitely not nifty.

CRL haven't yet realised that people don't read instructions. They go diving straight in and then read the instructions later. With the Image System you pile in, find you can't do much, go back to the instructions and still find you can't do much. CRL either have a lot to learn or they've read lots of naff manuals and are getting their own back.

But they won't thwart me. This package definitely has a lot to offer — I've seen the picture on the back cover. So I'm going to tell you about it in the hope that one day CRL will come up with an instruction book that you won't want to attack with a blowlamp.

The system is joystick driven and works along the now-familiar windows 'n' menus principle. The control panel covers about one third of the screen, and you can place it at the top, at the bottom or make it disappear altogether. Annoyingly you have to use the Control key to toggle from the control panel to the drawing screen. Why couldn't that be joystick driven too?

The Panel gives you all the drawing functions you'd expect: varied thicknesses of brush, box, ellipses, ray lines, spray, fill and a large number of texture patterns. No problems here, they all seem to work. A nice feature is the display of X and Y co-ordinate which should help you to gain greater drawing accuracy.

You also get the colour palette display on the control panel, a set of 16 colour boxes. And this is where the headaches start. CRL have tried to address the age-old problem of the way the 64 uses colour, both in standard and multicolour mode.

I'm grateful to CRL for teaching me all about this — I'll amaze my friends with it — but they managed to forget to explain exactly what The Image System does about it. The manual waffles on at great length about assigning colours, pixels and filters but, no matter what colour I chose, I simply couldn't draw with it.

This is a setback for any drawing package. Maybe the programmer is colourblind and is being a bit selfish. What's even more annoying is that the colours you see in the control panel's magnify box don't actually appear on the graphics screen.

There must be a way of doing it. But whatever the technique is, it's probably less effective than drawing on your screen with a set of felt tips — even if you have to wipe off the picture to watch Saturday Superstore.

The heart of The Image System is the way it manipulates images. The manual says you can define and store up to 63 of these. You can print them as defined, size them or distort them in a number of ways. Distorting here also means being able to stretch and twist any corner.

Again, I haven't managed this yet. I have twisted the outline of an image but there was no image inside it. This must be due to my following exactly the instructions on defining an image.

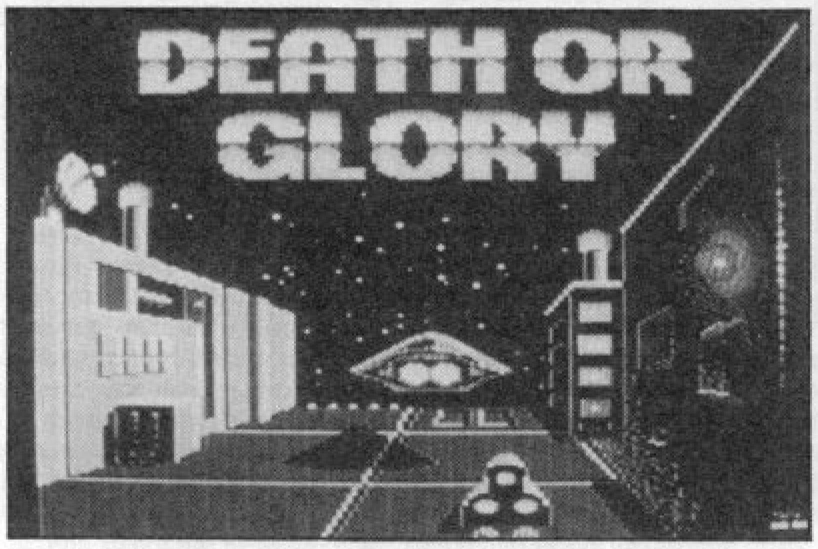
Before I run out of nice things to say, a word about the Text menu. It says you can print text onto the screen, define you own fonts, etc. Well, you can't. Or you could if you could read the programmer's mind. I can't, but I'm only a reviewer.

To conclude your spell of creative brilliance, you can connect the screen to a Commodore printer (via the serial port) and to an Epson or compatible model (via the user port). I couldn't find space on my wall to warrant printing out my boxes and squiggles.

Finally, the manual tells you how to use the pictures you've created in your own programs. What a cheek.

There are so many good art packages already available for the 64 that a newcomer has got to be pretty good to stand a chance. And it not only needs to offer more, it needs to be easy to use; easy in the sense that it approximates as closely as possible the actual drawing process.

The Image System approximates a Rubic cube and is consequently a pretty useless piece of software. CRL should get the manual writer together with the programmer. If they like each other, the great populus might yet find out how to use this program.





▲ You'd need a Phd and a degree in Fine Arts to do this.

reviewed by Bohdan Buciak

- **The Image System**
- **Commodore 64/128**
- **CRL**
- **Price: £19.95/cass £24.95/disk**

CU Tried & Tested



Wonder Boy

Sega
Price 2 × 10P

Wonder Boy must include just about every arcade game cliché ever dreamt up by the game makers.

It's got everything from skateboards, to rescueing a girl, to moving platforms, ropes to swing on, and fruit to be gobbled for extra points. If its been done before — *Wonder Boy* is determined to do it again.

At first sight it will remind you of the old Activision game — Pitfall, which was itself turned into a coin-op. Wonder Boy — who is a kid complete with nappy, has to dash through the jungle against a backdrop of lush green foliage.

Joystick control couldn't be simpler. Left right movement with two buttons — jump and fire.

Fire? Fire What? Well — that depends. If he runs into a giant dinosaur egg a hammer will appear. This is then recorded in the top left hand of the screen. Stumble into another egg and he hops on a skateboard.

The hammer is used to lob at the snails that are edging leftwards towards him as he runs. They can be hopped over, of course, but the aim of the game is to score points by killing things. Again, remarkably original.

Other jungle wildlife comes in for a bit of stick from the deadly hammer as well. Giant bumble bees, snakes, and sea horses to name but three — though I must admit I didn't feel at all bad about killing the bees since I was stung on a certain part of my anatomy by one in France last Summer.

There are three other weapons in the information panel — a rock which I imagine is for lobbing at nasties as well and what looked like a cologne spray or insecticide sprayer.

OK Pattenden, just get back to Hot Shots. Go on — off you go. I'm taking over Arcades this month (this is the Ed speaking). Reviews of Wonder Boy, shortly to appear on the 64, and Joust II. Plus hot news of some *new coin-ops* — Rasang Saga, Flying Shark and Night Stocker.



▲ Wonder Boy must dash towards the skateboard-giving egg.

Just like *Pitfall* the game is divided up into goals and segments. This is a very clever feature in a scrolling arcade-adventure style game of this type as it means when you are killed you don't have to go right back to the beginning again every time.

The 'goal'S' at the end of each part of the game also act as bonus accumulator — multiplying your score depending on the time it has taken you to complete that sector.

It is vital to gobble as much fruit as you can as you travel as this keeps your "Vitality Level" charged up. Believe me, it can be mightily frustrating to die just as you are about to reach the next goal.

I have criticised Wonder Boy for its lack of originality and I think this is justified. But in fairness the game did have one graphical frill that made me squeal with delight — something I have never seen on a game before.

At a certain point on Level II Wonder Boy took two giant eggs at the same time and this made a guardian angel appear. Actually, she was more like a fairy, complete with frilly tutu and magic wand. She flew in front of Wonder Boy as he dashed protecting him from nasties.

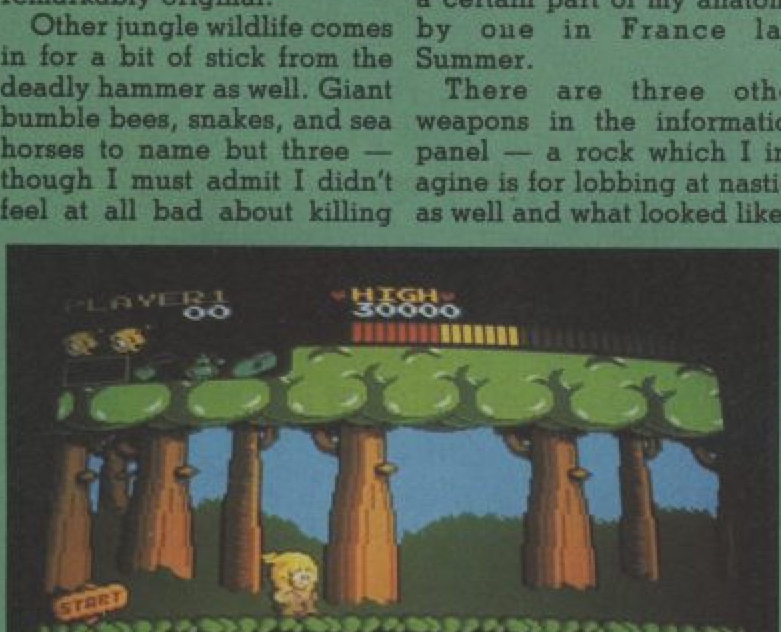
Sadly though, I ran into a rock and she disappeared. Hard as I tried I couldn't get her back. Still it was great while it lasted. I haven't smiled so much at a coin op for months.

This is something worth praising in Wonder Boy — its sheer cuteness. After all in this age of *Salamander* and *Nemesis* and other mega-death-space ships it's nice to see something cute for a change. OK — so I'm a wimp.

The reservation I have about *Wonder Boy* are that its a bit too easy and most of you will have seen it all before — if not in the arcades then certainly on your home systems. (Power House's *The Equalizer* bears remarkable similarities.) Activision ironically are set to release it as a conversion. Take the later stages of the game, for example, In one of them you dash through an Indian village — past the totem poles and snakes that pop up out of the ground. This is really no more than run-jump — and it doesn't take us a great deal further than *Donkey Kong*.

Run past the Indian village and you are heading up hill. Suddenly boulders come at you — jump, yawn, more *Donkey Kong*.

Admittedly you do hit a platform shortly after this. A



◀ Wonder Boy — shortly to appear as a 64 game.

game feature that is not quite so common in the arcades. Some of these are actually moving cloud platforms as well. Again they look cute but in terms of difficulty — well, anyone who has got anywhere in *Monty On the Run* is going to complete this bit with their eyes shut.

Wonder Boy is all right — and if there are no other new coin-ops in your arcade this month then give it a go. It's mildly amusing if you can get the angel — but I can't see you coming back for more too often. Sure, it's as cute as all the latest graphically superb creations but it lacks those vital sparks or originality and playability. C'mon Sega, you can do better.

GRAPHICS:	8
SOUND:	5
TOUGHNESS:	4
ENDURANCE:	4
VALUE	5
OVERALL	5

Joust II

Williams
2 × 10p

Joust was considered wacky when it first appeared with knights riding around on giant ostriches.

Since then even weirder coin-ops have appeared and ostriches with knights on their backs are nothing to shout about at all.

It's odd really that Williams should relaunch *Joust* — even if the new version has some extra frills and is a two-player cabinet.

Time was when Williams launched only the best and most original of games. Star designers like Eugene Jarvis made the Williams name synonymous with the very best coin-ops — *Defender*, being the most obvious example that springs to mind.

So what does *Joust II* have to offer? The aim of the game is to fly around the screen 'spiking' as many nasties as you can with your lance. Yes, you carry a jousting lance just like every true medieval knight.

There are also buzzards eggs floating around the screen that have to be 'lanced', (*reminds me of my boil — Ed*), before they turn into even nastier, doubly aggressive nasties.

Your ostrich can be made to fly higher and faster by pressing the 'flap' button on the cabinet. You also have a transform button — which turns your horse into Pegasus the mythical horse. Now you really feel like a knight and a round table one at that, on a supernatural charge.

When in 'Pegasus' mode you can hurtle around the screen giving the nasties some welly, but it is difficult to get into — it is also a real come down when you have to go back to riding the stupid ostrich.

There are elements of arcade adventure in the game in that you have to grab certain Golden Eggs to open windows — and step on certain buttons to make things happen. It's all a bit vague though — and not particularly well thought out.

The game seems to have a logic all its own and is trying so hard to be over-the-top whacky that it fails to entertain.

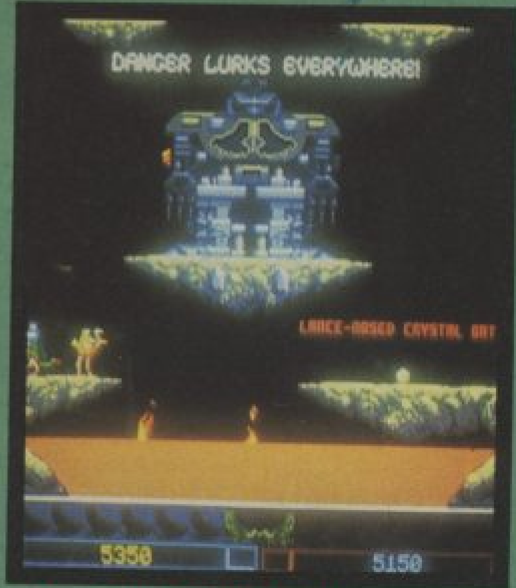
As an illustration of this, it has giant robots thrown in at the end of certain levels. Now if it had just been weird knights on ostriches you could have come to terms with it, but adding the extra dimension of droids just seemed to me too much — like putting everything you have into a stew just for the sake of it, whether it needs it for flavour or not.

Graphics and sound effects are reasonable — though nothing to write home about. The knight could have been bigger and employed some of the modern metallic programming techniques for the graphics of his armour.

I tired of *Joust II* quickly — though in fairness to Williams I should say I never liked the original much either.

If this once-great coin-op firm must churn out new versions of its old designs then how about a new *Defender* or better still — *Robotron*.

GRAPHICS:	4
SOUND:	4
TOUGHNESS:	5
ENDURANCE:	4
VALUE	3
OVERALL	3



Giant robots and knights on ostriches — we are talking weird.

TOP TEN COIN-OPS

1 Out Run
2 Rolling Thunder
3 Night Stocker
4 Championship Sprint
5 Nemesis
6 Gauntlet
7 Side Arms
8 Valtric
9 Bubble Bobble
10 Victory Road



Joust II — "nothing to write home about".

DEEP TROUBLE



Unquestionably the most detailed, historic World War II submarine simulation ever created.

Select your command on one of six different US Navy submarines or German Kreigs marine U Boats patrolling the Pacific or Atlantic Oceans from 1939 to 1945.

- Encounter over 60 different missions commencing with convoy target practice and working your way to the highest Wartime Command over the course of the entire way.
- Learn every aspect of underwater warfare: navigation, weapons usage, weather, repairs and conflicts strategies.
- Completely authentic vessels with five levels of maps, periscope, binoculars, radar, sonar mines, torpedos, deck and anti-aircraft guns.

"The undisputed champion of US games houses"
Your Computer Nov. 1986

SUBBATTLE™ SIMULATOR

Test dive one for yourself.

CBM64/128 £9.99 tape £14.99 disk
IBM £24.99 disk
Atari ST £24.99 disk

SURFACE TENSION



DESTROYER

The time: 1400 hours. Somewhere in the Pacific. You're at the helm, commanding the greatest concentration of firepower ever put in a lightweight fighter the deadly Fletcher Class Destroyer. You've embarked on the first simulation that actually combines the intricate, largescale strategy of wargaming with the intensity of furious, eyeball to eyeball action. This time you're right in the middle of it all. You knew it wouldn't be pretty, but how tough could it be to rescue a downed pilot? It sure seemed a lot easier than shelling islands, escorting a convoy or hunting subs. Or so you thought. But now look what you've got. Thirteen fully-operational, earbursting battle stations to worry about, all armed to the gills. Not to mention radar. Navigation. Sonar.

And half the Japanese fleet crawling up your spine.

Time to make some tactical decisions.
Will it be the twin 40mm Bofors anti-aircraft guns? Or the 5" leadspewers aft? Depth charges or torpedos? Autopilot or guts? Any choice could be your last, so make it good.

CBM64/128 £14.99 disk
IBM £24.99 disk

The MASTERS Collection

EPYX **EPYX**

Distributed by: U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Arcades

Under 21 arcade ban

No key to the arcade door for Ferdie.



● Many of London's top arcades are putting up Over 21s only signs. CU reviewer and arcades fan Ferdy Hamilton has visited two well known arcades with the signs up and, as this recent picture shows, he is far too bonny to have the key of the door.

So what is the reason for this crackdown?

Sonia Meadon — the outgoing national chairperson of BACTA coin-op proprietors association explains. "Basically there is no reason in law why under 16s shouldn't go into arcades to play either arcade games or fruit machines — apart from the jackpot machines — they are restricted.

"The reason the arcades are cracking down on the under-16s is because they are not the kind of customers they are trying to attract.

"The people who spend money in arcades are 18 to 25 and middle-aged housewives."

According to Sonia the arcades don't want to be used as a child-minding service by mothers doing their shopping, or continue to attract bad publicity for encouraging truancy and a whole host of other social evils for which they have been blamed.

Our advice — if you really want to play the latest game, and you don't want to go there to mess around, then do so. Just go in — they can either throw you out or let you stay. If you are a serious gamer our guess is they will let you stay.







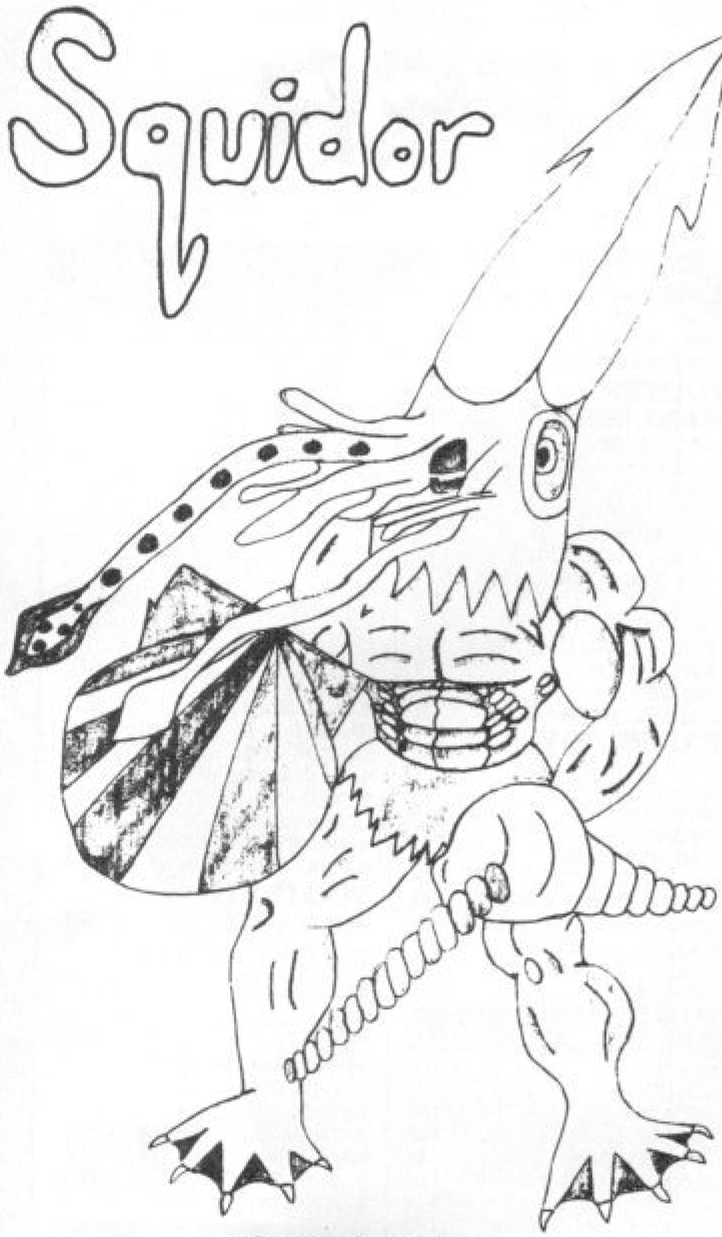


•MASTERS OF• THE UNIVERSE

Okay all you He-Men out there who entered our Master of the Universe competition. We were offering a bounteous Bounty bag full of Masters gear for the winner. The questions were easy peasy, but the other task we gave you was to invent a new Masters of the Uni character. And here are the best entries, Mattel take note!

Sean Reynold, New Barnet, Herts; M. Eves, Reepham; Darren C. Bull, Llandaff, Cardiff; Derek Jones, Moreton, Wirral, Merseyside; Kevin Pritchard, St Margarets, Vowchurch, Hereford; Gary Charndler, Heston, Middlesex; Darren Tupper, Strood, Kent; Justin Walker, Dovercourt, Norich, Essex; Coner Hughes, Enniscorthy, Co Wexford, Ireland; Tony Brown, Digmoor, Lancashire; Chris Browning, Colchester, Essex; Rajendran Soosay, Petaling Jaya, West Malaysia; Tim Cornish, Kingswood, Bristol; Leigh Haynes, Grimsby; Billy Cileman, County Cork, Eire; Jasper Roberts, West Croydon; Edmund Hodson, Eastern Green; Andy Muirhead, Pontefract, West Yorkshire; Neil Glancy, Cramond, Edinburgh; Lee Barker, Northwich, Cheshire; Mohach Yucel, Jeddah, Saudi Arabia; Andrew Castle, Nr Barkham, Wokingham, Chris Spenceley, Bulford Camp, Wilts; John Vander Leer, Dordrecht, Holland; Mathew Harrison, Bradwell, Norfolk; Peter Austin, Highfield, Hemel Hempstead; Lee Ballard, Longevens, Gloucester; Jon Turbofield, Banbury, Oxon; Paul Stannard, South Woodford, London E18; Jillian Francis, Peckham, London; Paul Kenny, Dinmove, Co Galway, Eire.





SUPERBOWL

This year, like last year, we tested your knowledge of the Superbowl combatants by asking you to identify three players. The answers were:

1) **John Elway — Denver Broncos.**
2) **Lawrence Taylor — NY Giants.**
3) **Phil Sims — NY Giants.**

It's NFL kit for winner Tom Brabham whilst the runners-up get copies of the game.

FIRST PRIZE:
Tom Braham, Highbury, London, N5.

29 RUNNERS—UP:
Ian Fryer, Colchester, Essex; Alan Furness, Odsal, Bradford; Scott Tromans, Warley, West Midlands; Justin Palmer, Chelmsford, Essex; Mr J. Hurst, Humberston, Grimsby, South Humberside, Stuart Crone, Dartford, Kent; Steve Glover, Wigmore, Gillingham; Jeff Tritram, Derby; Ian Brown, Edinburgh; Benjamin Harrison, Halifax, W. Yorks; David Jones, Bray, Co Wicklow, Ireland; Andrew Caswell, Kenilworth, Warwicks; Paul Craven, Carlton, Nottingham; Julian Woolridge, Newent, Glos; Mr E. Perry, Heath-Hayes, Cannock, Staffs; Paul Marshall, Metheringham, Lincolnshire; Paul Short, Skegness, Lincs; Peter Clough, Ushaw Moor, Co Durham; S. Baethelemy, Islington, London, N1; Mirko Rados, Abington Vale, Northampton; Oliver Brown, Twickenham, Middx; Mark Wright, Evington, Leicester; Nicholas Smith, Clowne, Chesterfield, Derbyshire; Antony Marshall, Pontypriobl, Mid Glam, S. Wales; Mark Taylor, Clitheroe, Lancs; Mathew Fever, Morristin, Swansea; Mr Ian Court, Formby, Merseyside; Darren Bodman, Peterborough; Ian Holt, Alvaston, Derby.

COMPETION





MUSIC BY MAIL
-SOFTWARE- DEPARTMENT

P.O. BOX 14, BUTTS GREEN RD. HORNCHURCH, ESSEX, RM11 1HT.

OPENING OFFER

BARGAIN OFFERS – COMMODORE 64 – BARGAIN OFFERS

TITLE	PRICE
DEFENDER 64	1.65
MISSLE COMMAND	1.65
WALLY GOES TO RHYMELAND	1.65
CRAZY KONG	1.65
BURGER TIME	1.65
WHEELIN' WALLY	1.65
CHINA MINER	1.65
CUDDLY CUBURT	1.65
SIREN CITY	1.65
GET OFF MY GARDEN	1.65
TOKEN OF GHALL	1.65
VORTEX RAIDER	1.65
SPRITE MAN	1.65
BIG BEN	1.65
QUANGO	1.65
GUZZLER	1.65
HEROES OF KARN	1.65
TALES OF ARABIAN NIGHTS	1.65
WHERE'S MY BONES?	1.65
BIG TOP BARNEY	1.65
JEWELS OF BABYLON	1.65
EMPIRE OF KARN	1.65
BREAK FEVER	1.65
CAVERNS OF SILCAHC	1.65
FRONT LINE	1.65
CRYSTALS OF CARUS	1.65
PULSE	1.65
WILD RIDE	1.65
WORLD CUP FOOTBALL	1.65
PYRAMID	1.65
BEAKY AND EGG SNATCHER	1.65
BUZZ OFF	1.65
ICE PALACE	1.65
CHOPPER	1.65
TASKMASTER	1.65
EVERYONE'S A WALLY	1.65
SON OF BLAGGER	1.65
LOCO	1.65
EGBERT	1.65
FABULOUS WANDA	1.65
WEB	1.65
STAR FIGHTER	1.65
MISTER MEPHISTO	1.65
THRUSTER	1.65
CAPTAIN KIDD	1.65
CRAZY BALLOONS	1.65
ANTICS	1.65
GOLF	1.65
TITANIC	1.65
RATSPLAT	1.65
HELION	1.65
CASTLE OF DREAMS	1.65
ONE ON ONE	2.25
WILD WEST	2.25
BATALYX	2.25
D-BUG	2.25
TORNADO LOW LEVEL	**2.25**
RADAR RAT RACE	2.25
GORF	2.25
STAR RANGER	2.25
A VIEW TO A KILL	**2.75**

TITLE	PRICE
CODE NAME MATT II	2.75
GROG'S REVENGE	2.75
MANIC MINER	2.75
AUTOMAN	2.75
TURBO 64	2.75
PILOT 64	2.75
SUPERMAN	**2.75**
FLIGHT PATH 737	2.75
H. SMITH SHOW-JUMPING	2.75
JET SET WILLIE	2.75
LORDS OF MIDNIGHT	2.75
PSYTRON	2.75
EUREKA	2.75
SABRE WOLF	2.75
UNDERWORLDE	2.75
NIGHT SHADE	2.75
SHADOWFIRE	2.75
SPLIT PERSONALITIES	2.75
NEXUS	2.75
HUNGRY HORACE	3.50
CHUCKIE EGG	3.50
BOUNTY BOB STRIKES BACK	3.50
SPY'S DEMISE	3.50
BEACH HEAD	**3.50**
PASTFINDER	3.50
ROCK 'N BOLT	3.50
ON COURT BASKETBALL	3.50
ON COURT FOOTBALL	3.50
CAD CAM WARRIOR	3.50
DEMONS OF TOPAZ	3.50
MAGICIAN'S BALL	3.50
ELIDON	3.50
TOPPER COPPER	3.50
TAPPER	3.50
TWIN KINGDOM VALLEY	3.50
WORLD SERIES BASEBALL	3.50
HUNCHBACK II	3.50
KONG	3.50
SOFTAID (10 GAMES)	3.50
OFF THE HOOK (10 GAMES)	3.50
QUAKE	3.50
RAID ON BUNGLING BAY	3.50

TITLE	PRICE
FRANKIE GOES TO HOLLYW'D	3.75
GIVE REGARDS TO BROAD ST.	3.75
STAFF OF KARNATH	3.75
DALEY THOMPSON DECATH.	3.75
BALLBLAZER	3.75
DEUX EX MACHINA	3.75
LITTLE COMPUTER PEOPLE	3.75
MERMAID MADNESS	3.75
VALHALLA	4.25
ALIEN	4.25
PSI. WARRIOR	4.25
J. BARRINGTON'S SQUASH	4.25
BLACK WYTCH	4.25
IMHOTEP	4.25
FORT APOCALYPSE	4.25
BLUE MAX	4.25
ZAXXON	4.25
BRUCE LEE	**4.25**
MURDER ON ZINDERNAUF	4.25
ARCHON	4.25
MULE	4.25
ANDROID 2	4.25
SPACE SHUTTLE	4.25
SELECT 1..12 GAMES TV ADV	5.25
DEADLINE (DISC)	5.25
FANTASY FIVE (DISC)	5.25
RAIL BOSS (DISC)	5.25
STAR CROSS (DISC)	5.25
SUSPENDED (DISC)	5.25
ZORK 1 (DISC)	5.25
ZORK 2 (DISC)	5.25
ZORK 3 (DISC)	5.25
ENIGMA FORCE	5.25
HERO	5.25
PITFALL	5.25
NOW! GAMES	5.25
BLADE RUNNER	5.25
QBERT	5.25
DONKEY KONG	5.25
DIG DUG	5.25
SUPER ZAXXON (DISC)	5.25
TOUR DE FRANCE	5.25
TOUCHDOWN FOOTBALL	5.25

TITLE	PRICE
NOW GAMES II	5.25
FROGGER (DISC)	5.25
FOOTBALL MANAGER	**3.95**
LIGHT FORCE	5.75
RAMBO	5.75
PING PONG	5.75
BOBBY BEARING	5.75
DRAGONSKULLE	5.75
LEADER BOARD (GOLF)	5.75
THEY SOLD A MILLION III	5.75
ACE	5.75
INFILTRATOR	5.75
BOULDERDASH CON. KIT	5.75
TRAIL BLAZER	5.75
AVENGER	5.75
KONAMI COIN OP HITS	5.75
PAPER BOY	**5.75**
1942	5.75
GAUNTLET	5.75
SKYRUNNER	5.75
TARZAN	5.75
WILD WEST (DISC)	5.95
BUG BLITZ (DISC)	5.95
SAUCER ATTACK (DISC)	5.95
REVS	8.50
TOUCHDOWN FOOTBALL (DISC)	8.50
ELITE	9.75

C16 + 4

MAIL TRAIL	1.65
SEA STRIKE	1.65
MEGA ZAP	1.65
RAIDER	1.65
ZONE CONTROL	1.65
CONTROL COMMAND	1.65
SKELBY	1.65
OPERATION RED MOON	1.65
LASER 900	1.65
STARFLIGHT 1	1.65
GNASHER	1.65

C16+4 Cont.

TITLE	PRICE
GOLF	1.65
SPIDERMAN	2.25
MAYHEM	2.25
JACK ATTACK	2.25
SHOOT IT	2.75
HOPPIT	2.75
MUNCH IT	2.75
CLIMB IT	2.75
MANIC DEATH CHASE	2.75
OLYMPIADS	2.75
RIG ATTACK	2.75
ZAP-EM	2.75
LUNAR DECKING	2.75
LAWN TENNIS	**2.75**
CANOE SLALOM	2.75
RAFFLES	2.75
XARGON WARS	3.50
TWIN KINGDOM VALLEY	3.50
WORLD CUP	3.50
BEACH HEAD	5.25
XARGON'S REVENGE	5.25
SWORD OF DESTINY	5.25
FOOTBALL MANAGER	**3.95**
INTERNATIONAL KARATE	**6.50**

AMIGA

ONE ON ONE	14.99
SKYFOX	14.99
ARCHON	14.99
ARCHON II	14.99
7 CITIES OF GOLD	14.99
INSTANT MUSIC	14.99

VIC 20

RESCUE	1.65
FANTASIA	1.65
GALAXIANS	1.65
JUPITER DEFENDER	1.65
FROG	1.65
ALIEN ATTACK	1.65
PENNY SLOT	1.65
CRAZY KONG	1.65
FALCON FIGHTER	1.65
VILLAIN	1.65
WUNDA WALTER	1.65
THE PIT	1.65
PLAGUE/ALIEN DEMON	2.75
DONKEY KONG	3.50
FOOTBALL MANAGER	**3.95**

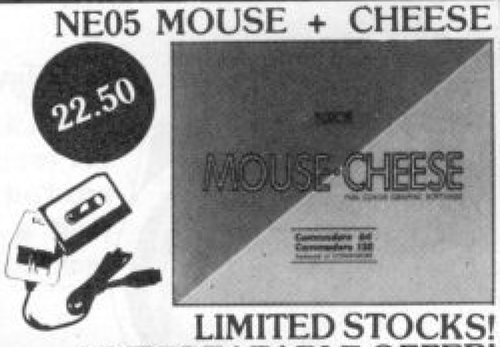
1530 DATASSETTE UNIT C2N



29.95

NE05 MOUSE + CHEESE

22.50



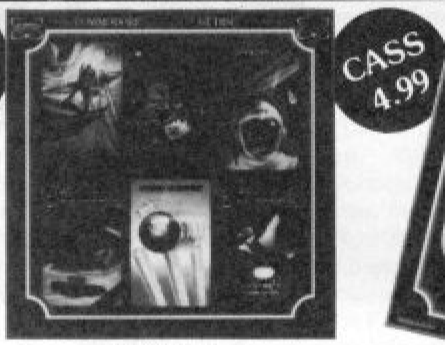
LIMITED STOCKS! UNREPEATABLE OFFER!

COMMODORE 64 PACKS



PAX 7

DISK 5.99



PAX 12

CASS 4.99



PAX 13

SIX GAMES ON EACH PACK

SIX GREAT GAMES

PAX 7	PAX 12	PAX 13
1. PARAS	1. A VIEW TO A KILL	1. TURBO 64
2. AAH CONDOR	2. FRIDAY THE 13th	2. DERBY DAY
3. JOHNNY REB	3. CODE NAME MATT II	3. PILOT 64
4. EGBERT	4. PYRAMID	4. GOLF
5. SKULL	5. TEST MATCH	5. WORLDCUP
6. FABULOUS WANDA	6. BEAKY & EGG SNATCHER	6. TEST MATCH

DISC 5.99

TAPE 4.99

ALL PRICES INCLUDE VAT & DELIVERY

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO – MUSIC BY MAIL –

NEXT MONTH

THE LAST NINJA EVER!



Just when you thought the Last Ninja had packed up his Samurai sword, shurikens, and swigged off his last cup of saki, enter System 3's Last Ninja with a blood-curdling shriek.

This one has been a long, long time in the making. Impressive names like Bob Stevenson have been involved in the project — so you can expect it to be good. We will be finding out exactly how good in time for the next issue. So if you don't want a shuriken between your shoulder blades, get down to your newsagent on the 26th April with a pound coin in your exploding fist.

Other hot games in Screen Scene include Auf Wiedersehen Monty, Shockway Rider and the best cheapos plus a win-a-bike compo, Buzz, Arcades, Valley, Hot Shots, Play to Win and a few surprises.

Star Raid

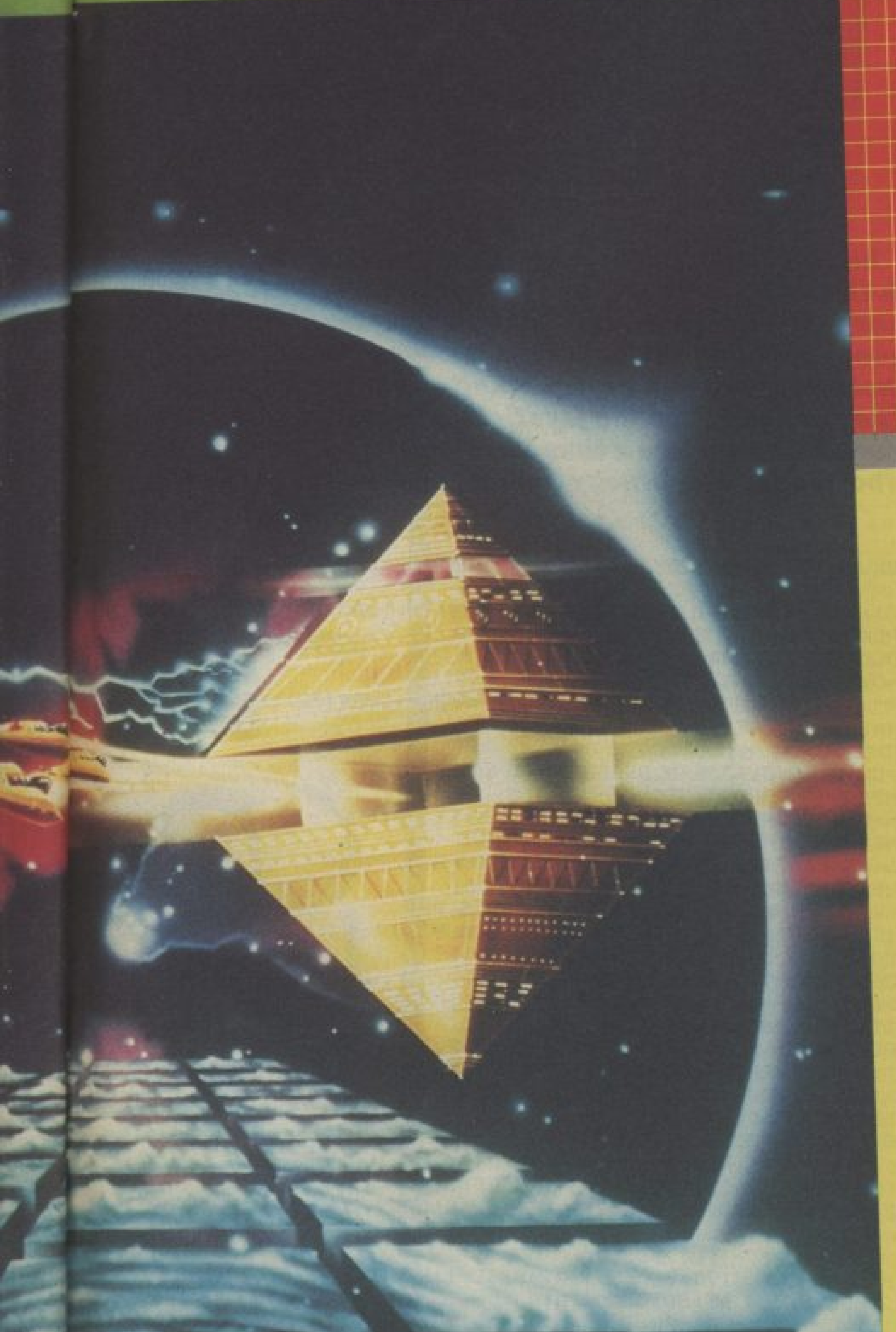
The Great Galactic Adven



ders II™

enture Continues

™ Star Raiders II is a trademark of the Atari Corporation.



The future of the Atarian Federation is in your hands as the evil Zylon Master, Chut, plans to destroy the Celos IV Star System. Pilot the hottest fighter in the galaxy, the Liberty Star and wipe out the Zylon Master Force and its super Attack Bases.

The sequel to the game that astounded the world STAR RAIDERS II™ will leave you stunned; there is simply no other game to compete with its sheer excellence.

AVAILABLE ON:

Amstrad CPC cassette	£9.99
Amstrad CPC disk	£14.99
Commodore 64/128 cassette	£9.99
Commodore 64/128 disk	£14.99
ZX Spectrum 48K/128K/+	£9.99

Electric Dreams

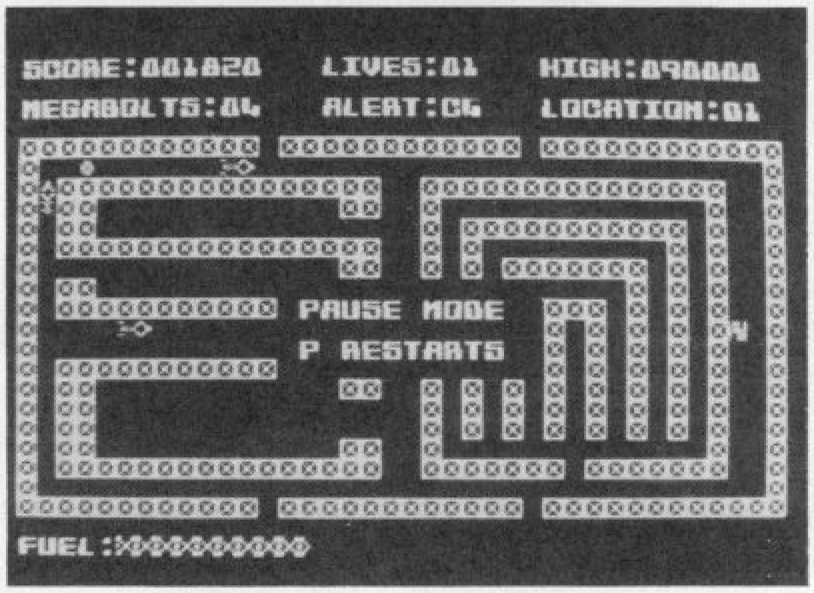
S O F T W A R E

ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT, SOUTHAMPTON SO1 2EW. TEL: (0703) 229694.

Mail Order: 23 Pond Street, Hampstead, London NW3 2PN

maze·runner

Maze Runner — for the C16 and Plus/4 by Frank Bingley



***F**rank's really excelled himself this time. With graphics like these, he should be working with the 64. Anyway, the aim of this game is to steer the ball through the maze and down the hole — couldn't be simpler.*

Once the game has loaded, pressing the spacebar lets you scroll through the maze to see where the hole is. When you have worked out a way of getting there, simply press the '£' key to start. Use the joystick in port 2 to guide the ball up and down. Oh, and remember, there's a time limit too.

Classy graphics, a turbo loader and wacky sound effects make this a type-in not to be missed.

```
10 PRINT"(CLR)":CHAR,2,12,"(BLU)MAZE RUNNER BY FRANK BINGLEY 1987":POKE52,47:POK
E56,47
20 CLR:KEY1,"GOTO280"+CHR$(13):REM PRESS F1 IF SCREEN FILLS WITH RUBBISH!
30 POKE1176,44:FORA=0TO64*8:POKE15360+A,PEEK(53248+A):NEXT
40 POKE65303,82:COLOR3,3,3:COLOR0,1:COLOR4,1
50 I=15872:F=0:BA=-1:SC=0:HI=0:C1=82:C2=3:ZZ=500:VOL2
60 LI$="":FORA=1TO40:LI$=LI$+"/":NEXTA:SP$="":FORA=1TO22:SP$=SP$+CHR$(32):NEXTA
70 BL$="(BLU)":FORA=1TO80:BL$=BL$+"\":NEXTA
80 READD:IFD=256THEN90:ELSEPOKEI,D:I=I+1:GOTO80
90 CH=0:FORA=0TO799:READD:CH=CH+D:POKE14336+A,D:SOUND1,D,1:NEXTA
100 IFCH<>38485THENPRINT:PRINT"DATA ERROR":STOP
110 CH=0:FORA=0TO293:READD:CH=CH+D:POKE12288+A,D:SOUND1,D,1:NEXTA:VOL8
120 IFCH<>39386THENPRINT:PRINT"DATA ERROR":STOP
130 POKE65287,PEEK(65287)OR16:POKE65298,PEEK(65298)AND251:POKE65299,60
140 PRINT"(CLR)":BP=3571:GOSUB300:GOSUB440
150 CHAR,9,5,"(WHT)PRESS ANY KEY TO PLAY.":GETKEYA$:CHAR,9,5,SP$
160 POKEBP,73:J=JOY(2):FORQ=1TOSK:NEXT:IFJ=1THENGOSUB350:GOSUB350
170 IFJ=5THENGOSUB370:GOSUB370
180 POKEBP,32:SYS12288:SYS12365:GOSUB390:IFF<>0THEN200
190 SOUND1,ZZ,2:ZZ=ZZ+1:IFZZ>600THENF=1:ELSEGOTO160
200 POKER,32:POKER+1,32:IFF=1THENPOKEBP,73
210 IFF=1THENSYSDEC("30C0"):POKEBP,76:FORQ=1TO150:NEXT:POKEBP,77
220 IFF=1THENFORQ=1TO150:NEXT:POKEBP,PE:BA=BA-1:F=0:ZZ=500:GOTO240
230 FORA=1TO10:SYSDEC("30FB"):NEXTA:VOL8:SC=SC+500:SK=SK-5:IFSK<0THENSK=0
240 IFBA<0THENFORQ=1TO2000:NEXT:GOTO260
250 FORQ=1TO2000:NEXT:F=0:GOSUB420:GOTO130
260 IFSC>HITHENHI=SC
270 SC=0:GOSUB490:GOTO130
280 POKE65287,PEEK(65287)AND239:POKE65298,PEEK(65298)OR4:POKE65299,208
290 PRINTERR$(ER),EL:END
300 R=INT(RND(1)*794)+14339
310 IFPEEK(R)=32ANDPEEK(R+1)=32THENPOKER,71:POKER+1,72:RETURN:ELSE300
320 GETKEYA$:IFA$=" "THENSYS12288:SYS12365:GOTO320
330 IFA$="£"THEN340:ELSE 320
340 IFPEEK(BP)<>32THENSYS12288:SYS12365:GOTO340:ELSEPOKEBP,73:RETURN
350 PE=PEEK(BP-40):IFPEEK(BP)=74THENRETURN
360 IFPE=32ORPE=71THENPOKEBP,32:POKEBP-40,73:BP=BP-40:RETURN:ELSERETURN
370 PE=PEEK(BP+40):IFPEEK(BP)=74THENRETURN
380 IFPE=32ORPE=71THENPOKEBP,32:POKEBP+40,73:BP=BP+40:RETURN:ELSERETURN
390 PE=PEEK(BP):IFPE=32THENRETURN
400 IFPE<>71ANDPE<>72THENPRINT:CHAR,14,5,"YOU CRASHED":F=1:RETURN
410 POKEBP,74:POKEBP+1,75:PRINT:CHAR,14,5,"YOU GOT IT!":ZZ=500:F=2:RETURN
420 C1=C1+1:C2=C2+1:IFC2=12THENC2=3:C1=82
430 POKE65303,C1:COLOR3,C2,2:RETURN
440 IFBA<0THENGOSUB490
```

maze·runner

```
450 COLOR1,10,7:PRINT"(CLR)":PRINT"(WHT)"TAB(14)"MAZE RUNNER"
460 PRINT"(DOWN)(BLU)BALLS"BA TAB(12)"HI SCORE"HI TAB(27)"SCORE"SC:PRINT
470 PRINTBL$:COLOR1,10,7:CHAR,0,8,"":FORA=1TO16:PRINTLI$;:NEXT
480 SYS12365:FORA=1TO20:SYS12288:SYS12365:NEXTA:PRINT"(HOME)":GOSUB320:RETURN
490 BA=3:SK=60:PRINT"(GRN)(CLR)":CHAR,14,5,"MAZE  RUNNER"
500 CHAR,18,7,"BY":CHAR,13,9,"FRANK  BINGLEY":CHAR,17,11,"1987"
510 CHAR,10,19,"(BLU)PRESS SPACE TO PLAY":FORQ=1TO2000:NEXT
520 GETA$:IFA$<>" "THEN520:ELSERETURN
530 DATA 255,255,255,255,85,85,85,85,255,191,175,171,169,41,9,1
540 DATA 192,240,252,255,85,85,85,85,192,240,252,255,255,191,175,171
550 DATA 170,42,10,2,0,0,0,0,0,0,0,192,240,252,255
560 DATA 255,191,175,171,170,42,10,2,0,11,37,149,148,32,10,0
570 DATA 0,240,172,107,43,12,240,0,60,254,254,254,186,40,0,0
580 DATA 0,10,37,149,151,39,11,0,0,160,168,214,246,248,240,0,204,2,207
590 DATA 51,139,32,0,0,12,2,0,51,11,0,0,0,170,170,234,170,170,170,171,170,256
600 DATA 32,65,64,64,64,64,64,64,64,64,64,66,32,65,64,66
610 DATA 32,32,32,32,32,32,65,64,64,64,64,64,64,64,64,64
620 DATA 66,32,32,32,32,32,65,64,64,64,64,64,64,64,64,67
630 DATA 69,65,64,64,67,69,32,32,32,32,32,32,32,32,32,65
640 DATA 64,64,64,64,64,64,64,64,64,64,66,32,32,32,32,32
650 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
660 DATA 32,32,70,67,69,32,32,32,32,32,32,32,32,32,32,32
670 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,68
680 DATA 70,64,64,64,64,64,66,32,32,32,65,64,67,69,32,32
690 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,70,67,69
700 DATA 64,64,64,64,64,64,66,32,65,64,64,64,64,64,64,64
710 DATA 64,64,64,64,64,64,64,64,64,64,64,64,64,64,64,64
720 DATA 64,64,64,64,64,64,64,64,64,67,69,32,32,32,32,32
730 DATA 32,32,32,32,32,32,32,32,32,32,32,32,68,65,64,64
740 DATA 64,64,64,64,64,64,64,64,64,64,64,64,64,64,64,64
750 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
760 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
770 DATA 32,32,32,32,32,32,32,32,32,68,70,64,64,64,64,64
780 DATA 64,64,64,64,64,64,64,64,64,67,69,32,32,32,32,32
790 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
800 DATA 64,64,64,64,64,66,32,65,64,64,64,64,64,64,64,64
810 DATA 64,64,64,64,64,64,64,66,32,65,64,64,64,64,64,64
820 DATA 64,64,64,64,64,64,67,69,32,32,32,32,32,32,32,32
830 DATA 32,32,32,32,32,32,32,32,32,68,70,67,69,32,32,65
840 DATA 64,64,64,64,64,64,64,64,66,32,65,64,64,64,64,64
850 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
860 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
870 DATA 32,32,32,32,32,32,68,70,64,64,64,64,64,64,64,64
880 DATA 64,64,64,64,64,64,64,64,64,64,64,64,64,66,32,32
890 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
900 DATA 64,64,64,64,64,64,64,64,64,64,64,64,66,32,65,67
910 DATA 69,32,32,32,65,64,64,64,64,66,32,65,64,64,64,64
920 DATA 64,64,64,67,69,32,32,32,32,32,32,32,32,32,32,32
930 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
940 DATA 32,70,67,69,32,32,32,32,32,32,32,32,32,32,32,65
950 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,68
960 DATA 70,67,69,32,32,32,32,32,32,32,32,32,32,32,32,32
970 DATA 32,32,32,68,70,64,64,64,64,64,64,64,64,64,64,64
980 DATA 64,64,64,64,64,64,64,64,64,64,64,64,64,64,64,64
990 DATA 64,64,64,64,64,64,64,64,64,64,64,66,32,32,32,32
1000 DATA 69,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
1010 DATA 32,68,70,64,64,64,64,64,64,64,64,64,64,64,64,64
1020 DATA 67,69,32,32,32,32,32,32,32,32,32,32,32,32,32,32
1030 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
1040 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,65,67
1050 DATA 64,64,64,64,64,64,64,64,64,64,64,64,64,67,69,32
1060 DATA 32,32,32,32,32,32,32,32,32,32,32,32,32,32,32,32
1070 DATA 68,70,64,64,64,64,64,64,64,64,64,64,64,64,64,64
1080 DATA 64,64,64,64,64,64,66,32,32,32,65,64,64,64,64,64
1090 DATA 64,64,64,64,64,64,64,64,64,64,64,64,64,64,64,64
1100 DATA 172,185,48,132,254,200,132,252,172,186,48,132,253,132,255,160
1110 DATA 0,162,0,161,252,129,254,230,252,165,252,208,2,230,253,230
1120 DATA 254,165,254,208,2,230,255,200,192,39,208,231,230,252,165,252
1130 DATA 208,2,230,253,230,254,165,254,208,2,230,255,238,187,48,173
1140 DATA 187,48,205,188,48,208,200,169,0,141,187,48,96,162,0,173
1150 DATA 93,48,141,190,48,173,94,48,141,191,48,24,173,0,56,141
1160 DATA 223,13,173,93,48,105,80,144,3,238,94,48,141,93,48,24
1170 DATA 173,96,48,105,40,144,3,238,97,48,141,96,48,232,224,10
1180 DATA 208,217,169,223,141,96,48,169,13,141,97,48,172,189,48,200
1190 DATA 140,189,48,192,80,240,20,24,174,191,48,142,94,48,174,190
1200 DATA 48,232,144,3,238,94,48,142,93,48,96,169,0,141,93,48
1210 DATA 141,189,48,169,56,141,94,48,96,144,13,0,11,0,0,0
1220 DATA 173,17,255,9,72,141,17,255,173,16,255,9,3,141,16,255
1230 DATA 169,5,141,15,255,160,0,200,192,0,208,251,24,105,3,144
1240 DATA 241,162,255,202,142,15,255,160,0,200,192,128,208,251,224,255
1250 DATA 208,241,173,17,255,41,191,141,17,255,96,173,17,255,9,40
1260 DATA 141,17,255,173,16,255,9,3,141,16,255,162,200,160,0,200
1270 DATA 192,0,208,251,142,15,255,232,224,0,208,241,173,17,255,41
1280 DATA 215,141,17,255,96,0
```

EASY ENTER

AD INDEX

CLASSIFIED

Attention Eire 64/128 users. Wexford user group wants expansion to rest of country. 64 software hire, extremely cheap prices. Interested? Send SAE to FFUG, Clonturk, Clonhaston, Enniscorthy, Wexford.

Win a new MPS 803 printer. Just send 10 of your best Commodore games on disk or tape to Sure Shot, 23 Ashover Avenue, Dovecot, Liverpool L14 OPE.

C64 owner wants to swap games with people all over the world. I get new titles every week. Send a list or disks with your latest stuff, to: Oyvind Ellefskas, Plogfaret 3, 2006 Lovenstad, Norway.

Check us out! Discount software for all Commodores. Write for price list to Software Express (CU.1), 105 Tintagel House, Salisbury Road, Edmonton, London.

CBM 64 games. New originals to sell or swap. Write or phone R. Willems, Emmastr 55, 1213AK Hilversum, Holland. Phone 31-35232934.

C64 games for sale: Parallax £5, Uridium £4, plus many more. Send for list to: D. Huntley, 43 Fullwood Ave, Newhaven, East Sussex.

For sale: C64, recorder, software, 1520 printer, joystick. Plus VIC20 computer. All good condition. £260 ono. Tel. Spence 0904 706642.

John Hadlow is back and is ready to swap VIC games. I would like to start up a VIC users group but I need at least 50 British members. Free membership. Write to: J. Hadlow, 10 Roman Camp, Broxburn, W. Lothian, Scotland.

CBM 64 owners. Thousands of titles to swap. Disk only. No beginners. Contact: Ian, 31 Sandringham Drive, Sutton, St Helens, Merseyside WA9 3TG, England.

For sale, CBM 64 games: Golf Construc Set £5, Designers Pencil £5, Summer Games II, Germany 85, Causes of Chaos £3 each. £15 the lot, quick sale. Tel. Colin, 051-220-7104.

C64 owner wants to swap games with people all over the world. I get new titles every week. Send a list or disks with your newest stuff, to: Roger Hovde, Kornstien 21, 2006 Lovenstad, Norway.

Trilogic's expert cartridge system includes 1987 software update, £18; Action Replay Mk2, £12; Game Killer to swap. Tel. Andy 0252 521005.

For sale C128, C128, C2N Datasette, Trilogic Icon 2, 80 col, over £300 software, over £30 books, Commodore Modem, over 40 computer magazines; all for £400. Phone (0424) 430710.

CBM 64 owner wants to swap extremely new stuff. Write to Morten Hildell, Timmotejv, 10,33500 Gnosjo, Sweden.

Commodore 64 games to be sold. Lots of the latest titles. Will sell half price. Contact me on Bridgewater 423124.

Reset switches, £1.65; final cartridge Mk 2, £39.49; Action Replay, £25.95; Dolphin Dos, £69.45. Microfield, 37 Bromley Road, St Annes, Lancashire FY8.

Amiga user group in Bristol wants to exchange knowledge. Letters only to Amiga User Group, 14 Parkstone Avenue, Horfield, Bristol, Avon, England.

CBM 64 owner wishes to swap all latest and old titles. Please phone Kidlington (08675) 4237 and ask for Philip. Tape only.

Original Computrix software for Plus/4 and C16. Send SAE for price list. J.K. Enterprises, 185 Waller Avenue, Luton, Beds. LU4 9RS.

CBM 64 owner wants to swap games with people all over the world. Send me some disks with your latest games, or write to: Anders Pihler, Harestien 2, 1440 Drobak, Norway.

Commodore 64 1701 monitor, 1541 disc drive, C2N cassette, Gemini 10X printer, Simons basic, lightpen, joysticks, books easyscript. Over 50 original tape and disc software titles including: The Hobbit, Chess, Patrick Moore Astronomy. Bargain £600. Phone: 01-581 5833.

C128D for sale, two weeks old, with 1571 built in disk drive. Cost £500, will sell for £420. Also wanted for CBM64, Steve Snooker. Tel. 01-690 1047, ask for Mohammed Amin, after 6 pm.

C64 owners. Games for your Commodore on disk and tape. Prices start at £1.99. Most are now below rrp. For list, send SAE to: Worldaway Computer Software, 19 Cavendish Road, Bognor Regis, Sussex, PO21 2JW.

CLASSIFIED ORDER FORM

Lineage —
20p per word to private individuals —
20 words min — 40 words maximum.
30p per word to Trade.
20 words min — 40 words maximum.

Semi-display — £10 for S.G.C.
Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.

When paying for advertisements please add on 15% for VAT.

Warning
It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. *Commodore User* will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of pirated software we can no longer allow swaps of tapes, disks, or cartridges in our classified section.

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

All classified ads are subject to space availability

I enclose cheque/P.O. for £ ...... made payable to *Commodore User*
Name ......
Address ......
Total number of words ......
Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

TOMMY'S TIPS

With all these questions to answer, Tommy's never going to find time to enter Mastermind. Still, he'd rather help solve your problems on the 64, 128, C16 and Plus/4 than sit in front of Magnus Magnusson (specialist subject – tech tips). Tommy's the man to help you. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

Disco Mix

I own three Plus/4 machines which I use in our Discos in conjunction with our video-projection systems.

The problems I have are on the video output. I want to get a single unmodulated output from the computer so that I can run it directly through the projector without having to go through the tuner on the VCR as I am doing at present, as this gives loss of definition and colour on one VCR and the other two VCRs will not accept the signal because they both output on the same channel, so interference results. So if you have any tips on how I can either recombine the RBG signals into one or how to tap off before the signal goes into the modulator of the RF output it would be appreciated.
Ian Williams, Cornwall.

All the Commodore computers have a composite video output. On the Plus/4 it is in the DIN socket on the rear of the computer at the extreme right (looking at the back). By connecting a cable from pin 4 (video output), pin 3 (audio output if needed) and pin 2 (ground) to the video input of your projector you can drive it quite happily (however, if you are using one of the RGB projectors then you have a problem in that it is not possible to get a RGB signal out of a Plus/4).

Assuming your projector can accept a composite video signal, then since you are no longer using the RF frequency, you may avoid the interference problem as well. However, since most composite video signals use the same frequencies, albeit much lower than RF, you may have just moved the problem one stage further down the line if you are trying to combine all three outputs into the one projector.

However, if you really want to impress your friends, then by using the 'GENLOCK' video mixer you can actually mix signals from a video recorder or TV input with your own computer graphics. You can also record the output of the GENLOCK onto a video recorder. Now, instead of having to generate your own Max Headroom, you can display your own additions superimposed on the real one!

GENLOCK is available in both NTSC and PAL versions, but no prices available just yet. For any really good graphics though, you will need to expand the memory to at least 1 Mbyte to allow the graphics chips to use the whole 512 Kbytes they are capable of addressing on the current Amiga models.

Pile up

I am writing to you because I have a question to ask about my Commodore 64, Datasette and 1541 disk drive. I was recently given the disk drive and an MPS-801 printer as a gift and as there is only a limited amount of space on my workdesk I have resorted to leaving my Datasette on top of my 1541 (whilst being used). Can any damage be caused to either by this stacking?

Also, could you please advise me on what prices I should expect to pay for a secondhand disk drive and could I stack this on top of the other drive without damage?

I would be extremely grateful if you could answer these questions.
Nigel Ferrissey, S. Wales.

You won't cause any physical damage to either the drive or the tape deck, but you could well suffer problems with damage to the tapes. There is quite a strong magnetic field generated in the immediate area of the stepper motor that drives the disk head mechanism, as well as from the power supply transformer. Although the risks are small, it is not advisable to use a tape deck close to any magnetic fields (and this includes the TV) because it can interfere with the loading and saving and cause errors in both programs and data.

You should endeavour to keep the tape deck as far away as possible from such fields. If you are really strapped for space then a shelf a few inches above the disk drive would be preferable.

A second disk drive *could* be placed on top of the first, but be very sure that you have a good air flow around the drives otherwise you could get problems with overheating. Again, a shelf allowing a space between them would be better.

As for prices, expect to pay around £100 for a private sale, or slightly more from a secondhand computer dealer. A word of warning though, to thoroughly check out any secondhand drive before buying it. Most people selling drives are perfectly honest, but a duff one could cost you a lot of money in repairs — play safe and only buy it if you can see it working.

Double Trouble

I am a proud owner of a C64 and I have a few problems.
1) Is there a program or poke that wouldn't exactly list a program but just print whatever program it had in it's memory?
2) On the 128, typing SPRDEF lets you create your own sprites, is there a poke-program that lets you do this on the 64?
Hope you can help.
J. Carrick, Liverpool.

That sounds as though you want a program that will print out a program even if it is stored as machine-code. A nice thought but not very practical! What you need is a monitor/disassembler to examine areas of memory for the various parts of a program and then producing an assembly listing from the decimal values. There are several such programs on the market, but remember that in order to look at the assembly listing you firstly have to stop the program, and then know where to look for the code (as opposed to the data).

As for sprite definition on the 64, you may be able to buy a program

that will allow you to defince sprites in the same way as SPRDEF does; there is nothing equivalent built-in to the 64. However, having defined the sprites you can store them on tape or disk and then load them back in your own programs. There used to be a program called GO SPRITE costing £9.95 by Mirrorsoft, but whether you will find a copy these days I don't know. Failing that, some of the BASIC extensions such as Simon's BASIC or SOFTCHIP offer a sprite definition facility, but at a price.

128 Mode

● Please could you tell me how to produce UDGs on the Commodore 128 through Basic. I have seen many programs that produce UDGs in 64 mode but I have been unable to get them to work in 128 mode.

Also is there any way of getting 16 sprites on the screen at any one time (in 128 mode) using a short machine code routine? Your help is appreciated.

K. Chamberlain, Oxon.

The method of using UDGs IN 128 mode is exactly the same as for the 64, it is just that the memory locations are different. The small program at the end will transfer the first 64 characters into a RAM area and then set the pointers to use these instead of the ROM set. You can then alter the characters as you wish.

The bit-mode graphics area is used to store the UDGs as this is a convenient area with Basic being moved by the GRAPHICS 2 command.

As for getting 16 sprites, this is a little more complicated than on the 64, because the sprite data registers are fixed (on the 64 you can change sprites by just changing the sprite data pointer). In 128 mode you have to replace the full set of sprite data at each raster interrupt, which is a lot more work!

You will also have to move the sprites using m/code routines since the normal Basic commands can only be used with eight sprites. The best way is to set up a RAM area for each set of eight sprites, to include their positions plus direction and speed of movement. Then use the raster interrupt to jump to a m/code routine to change which set of data is being used.

This will require very careful co-ordination if the 16 sprites are all going to be different. Leaving the data unchanged and only altering the positions would be much faster and you could also alter the colours if required.

One point to bear in mind is that the sprite positions on the 128 are set through the 'shadow' registers at addresses 4566-4582, not through the actual position registers. I don't have room here for an example program, but I can recommend the "Commodore 128 Assembly Language Programming" book published by SAMS if you want to learn about using sprites through m/code.

```
10 GRAPHIC 2:GRAPHIC 0
20 FOR LP=0 TO 511
30 BANK 14:CH=PEEK
   (55296+LP)
40 BANK 15:POKE8912+
   LP,CH
50 NEXT LP
60 POKE 217,4: REM CHARS
   FROM RAM FLAG
65 REM POINT TO NEW CHAR
   SET ADDRESS
70 POKE 2604,PEEK(2604)
   AND 240 OR 8
```

Drive Choice

● I am thinking of buying a disk drive but there are so many different types and rumours about them that I am confused. I don't want to spend too much (£100-150) and the two I have got my eye on are the 1541 and the Enhancer 2000.

I have been told that the 1541 is very slow and not all software (games) can be transferred from tape. How true is this? How fast is the Enhancer and do the same problems apply? Is it (the Enhancer) faster than the 1541 and which one would you recommend.

Paul Chany, Milton Keynes.

The first thing is that unless you are looking at the second-hand market you are not going to pick up a disk drive for £100! Of the two you mention, the Enhancer 2000 is cheaper at around £150; the new 1541C now available costs over £190. You might be lucky and pick up an older 1541 from stock that is being sold off, but it is still unlikely to be less than £150.

The Enhancer has a number of advantages over the 1541, the main one being that it is faster by up to 40%. However, like most non-Commodore drives that have attempted to replace the 1541, the Enhancer suffers from a compatibility problem; not all software can be used with it. There also appears to be a problem if you load software while sprites are on the screen; the system crashes!

A possible solution is to go for the *Evesham* version of the Enhancer. This has a new ROM that is claimed will load over 98% of software, but this is still less than the 99.99% that will load with the 1541C. As for saving games from tape, this is a function of the protection on the game and has very little to do with the disk drive. The Enhancer 2000 from Evesham looks reasonable value, provided you bear in mind that some games may not load.

With new protection methods appearing all the time, you must be prepared for the occassional program that you cannot use. If you are not prepared to accept that, then you must either look for a secondhand 1541 or go for the new 1541C.

Bingo Hall

● Help, please. I am trying to get my Plus/4 to print out the random numbers 1-90. I have tried two programs but one stops at the No. 90 and both get repetitions.

The idea is to help our tenants association with their weekly bingo. Please help.

Thank you, as I am getting my "D$" in a twist and getting "POKED" into all sorts of "PEEKS" I just can't get "RND" of my problem.

Peter Smith, London.

Always glad to help get a 'full house', here is a program that will display all the numbers from 1-90 in a random order. Note that because it checks if a number has already been selected, it slows down towards the end of the run as more and more duplicates are thrown up by the random number generator. There are more efficient methods, but they rely on much more complicated algorithms which I don't have room to produce here. This program has the advantage of being simple to follow.

```
10 DIM BB(90): REM CHECK
   ARRAY
20 NUM=RND(—TI): REM
   START SEED
30 FOR LP=1 TO 89
40 NUM=INT(RND(0)
   *90)+1
50 IF BB(NUM)<>0 THEN 40
60 BB(NUM)=1: PRINT
   NUM,:REM TAB IN 4
   COLS
70 NEXT LP
75 REM NOW FIND LAST
   NUMBER (QUICKER)
80 FOR LP=1 TO 90
90 IF BB(LP)<>1 THEN
   PRINT LP;:LP=90
100 NEXT LP: END
```

Codeword

● I have been trying to work out how to put a code-word in a Commodore "64" program so unless someone else knows the code-word only I can use it. Please help me!

Steven Duxbury, Wakefield.

One way to tackle this problem is to 'scramble' the codeword and store it as a value in a DATA statement in the program. That way, even if someone sees the listing they still won't be able to work out what the codeword is. As long as you stop anyone breaking into the program and deleting the line that checks the code (or use m/code) you will be fairly secure. Include the following lines of code in your program as a GOSUB routine:

```
1000 TT=0: EFLAG=0
1010 LN=LEN(CD$):
     LIMIT=10
1020 IF LN<LIMIT THEN
     LIMIT=LN
1030 FOR P=1 TO LIMIT
1040 CH=ASC(MID$(CD$,P,1))
1050 TT=TT+((CH-63)*(P+
     26)*26)/(26-P)
1060 NEXT P: TT=INT(TT)
1070 RETURN
```

When you ask for the codeword to be input, call the input string **CD$** and then **GOSUB** to the scramble routine. If the result in TT equals the value in the DATA statement then you have a match and can continue with the program; otherwise you do a cold start (or something).

The way to get the value in the first place is to run the program, but add **1065 PRINT TT: STOP** to the above lines of code. The value that appears on the screen will be the value you need in the DATA statement.

You can now delete line 1065 and the program is ready to run. The codeword can be up to ten characters long (if it is longer, only the first ten characters are scrambled) which should prevent anyone just guessing what it is by chance.

Hot Shots

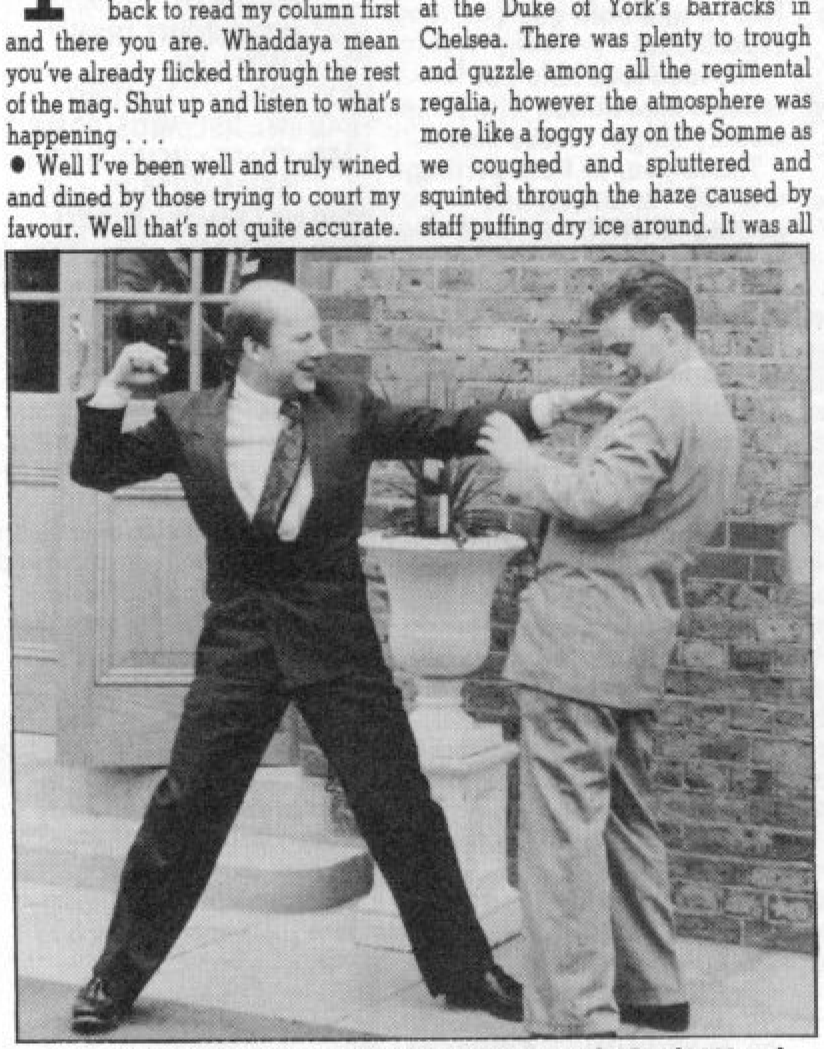
By Mike Pattenden



Tom Green of Tamworth, Staffs, sent us his view of the CU power struggle. (The Ed says he eats greens for dinner, their only useful purpose in life.)

There you go, I've won! I had this bet see, that readers of CU always turned to the back to read my column first and there you are. Whaddaya mean you've already flicked through the rest of the mag. Shut up and listen to what's happening . . .

● Well I've been well and truly wined and dined by those trying to court my favour. Well that's not quite accurate. I sneaked into the first do under the guise of an employee acting as host at C&VG's *Golden Joystick Awards,* held at the Duke of York's barracks in Chelsea. There was plenty to trough and guzzle among all the regimental regalia, however the atmosphere was more like a foggy day on the Somme as we coughed and spluttered and squinted through the haze caused by staff puffing dry ice around. It was all unpleasantly restrained really and although a few senior industry members seemed a little the worse for drink at the end of the day, no one disgraced themselves.



Bosses slug it out. Ocean's David 'God' Ward and Gremlin's Ian 'Top Man' Stewart decide to settle the Arkanoid Vs Krakout dispute in the time honoured way.

The golden joysticks went to Gauntlet (Game of the Year), Sentinel (Best Original game), Uridium (Best Arcade-style game), Elite (Best software house), The Pawn (Best Adventure), Sanxion (Best soundtrack) and Andrew Braybrook (Best programmer).

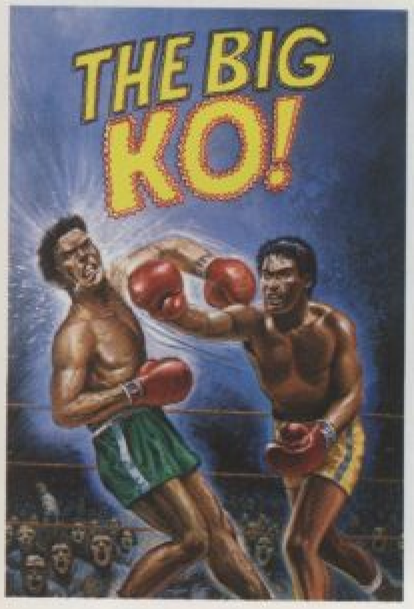
● Freebie Number Two was coincidentally also at the Limelight Club. This time the hosts were *Activision* who had hired the disused church for a presentation about their forthcoming arcade licences. Sadly there was little new to report from what you've already learnt on the *Arcades* pages. This was strictly high profile company bull.

It wasn't to be Activision's day. Firstly there was long delays in the food stakes because workmen managed to sever a gas main. Then the four arcade machines that they ordered failed to materialise until the meal was well under way and then they only functioned for 10 minutes as the club's staff blew the fuses while they were on freeplay. Finally, after a tortuously dull speech from *Rod Cousens,* we watched Activision's promo video which was laughably bad (though only our table had the bad grace to sit there and snigger).

● Now for some industry celebrity spotting. Who should the Ed run into at Waterloo one night but Aliens writer *Mark Eyles* fresh from the hypnotic strains of the Philip Glass opera Akhnaten. And who should have been sitting in front of Mark but celebrated hippy *Jeff Minter,* who must have thought Genesis were playing. The Ed had been for a pizza — what an intellectual . . .

● A far more trendy group of young men are *The Power House,* latest edition to the growing budget market. They've announced that a free audio track will be included with every game release provided by the *House Electronic Xperience* headed by one *Wayne Allen,* star of TV, music press and radio. Well he's been on them anyway. The music, as the name suggests, will be 'House', which if you haven't heard of it is the latest dance sound. Most of the songs begin with Jack — we had a Number One, Jack your Body. That was by Steve Silk Hurley not the Power House, but you get my drift . . .

Well that's all for this month. Don't forget turn straight to the back next time or else . . .



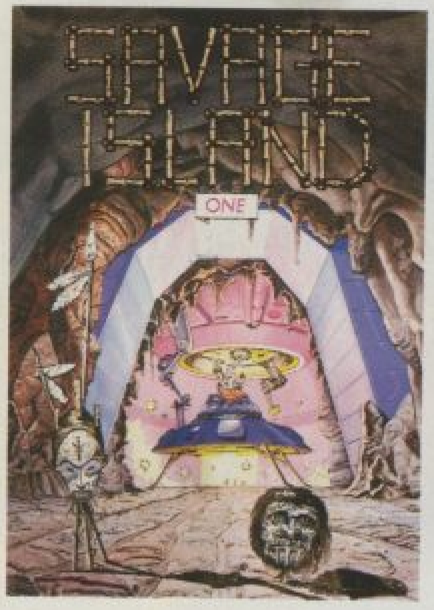
THE BIG K.O. CBM 64

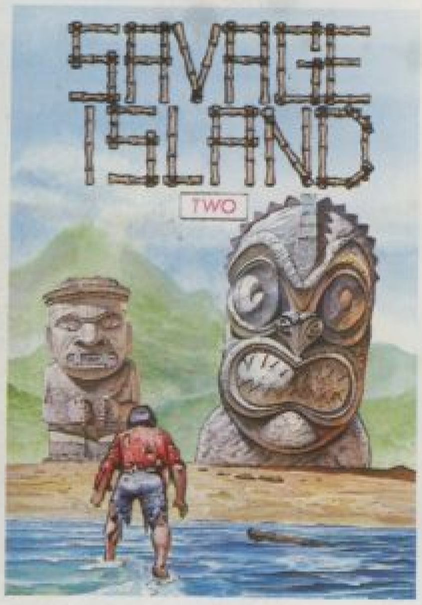
Compete against eight increasingly more agile opponents in this unique boxing simulation which stretches your computer to the limits. Super size sprites, superb animation and a touch of humour make this a game not to be missed.
One or two players.
"Game of the Month" (A.&B. Computing)
"The Best Boxing Game on a Computer" (Electron User)

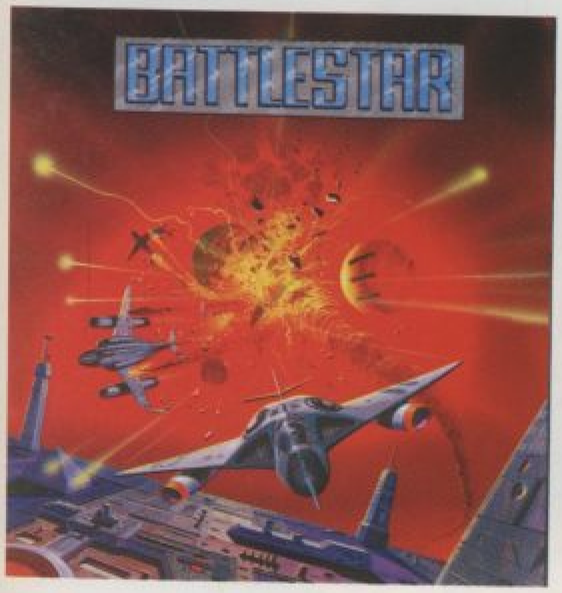
£7.95 CASS.

SAVAGE ISLAND PART 1 AND 2

These graphic Adventures are from the master of Adventures - Scott Adams. Can you survive the forces of nature?
Can you outlive the awesome power of Hurricane Alexis as it hits Savage Island, the setting for these superb Adventures.
Available for CBM 64, Plus 4 with Graphics.
C.16 - Text Only. £7.95 EACH







BATTLE STAR C16/PLUS 4

BATTLE STAR is a sophisticated combat zapping game - the best yet seen for the C16/Plus 4. Beautiful smooth scroll with over 100 screens of action, detailed graphics and great game play.
Whilst on patrol over the watery Planet Nuljai you encounter an Alien construction ringing the Planet. This construction was built by the evil Cyfrots to syphon off the precious water and transport it to it's people.
Your mission is to destroy the Pulse Mines supplying Cyfrot and blast out of sight the Aliens' marauding bombs.
Mega Award Commodore Computing International £7.95

If you require any of our software fill in the Order Form below.
All games are post and packing free or your can order by Access/Visa by ringing 091 414 4611.

Tynesoft Computer Software, Addison Industrial Estate, Blaydon, Tyne & Wear, NE21 4TE.

☐	THE BIG K.O.	£7.95.
☐	SAVAGE ISLAND ONE	£7.95
☐	SAVAGE ISLAND TWO	£7.95
☐	BATTLE STAR	£7.95.

PLEASE TICK TYPE OF COMPUTER

C.64.	C16	PLUS 4

Title (Tick) Mr Mrs Miss Initials Surname

Address

Post code

Telephone no. (including STD code)



imagine
..the name of the game

We think Super Soccer is the best computer soccer simulator yet. Be Maradona on screen. You can dribble past opponents, slide tackle, make crosses, even attempt diving headers. But what makes this game outstanding in its own field is the control you can exercise over the ball. No other game allows you to control the strength of your sharp shooting and ball passing like Super Soccer does. What's more, when taking free kicks you can organise the whole team with the "full team positional play" feature.

This is a 1 or 2 player game and there's an optional extra which allows up to 8 separate players to participate in a tournament competition.

So get on the ball in the game of the season.

SPECTRUM
£7·95

Imagine Software (1984) Ltd., 6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 OCEAN G.